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INSIDE!!

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YOUR COUNTRY BUT YOU
CAN STILL ENTER THE
COIN-OP COMP ON PAGE 19!!

FREE!! TURTLES MOVIE CARDS!

WIN!! A TURTLES COIN-OP!!

REVIEWED: ROBOCOP 2 SCI
GREMLINS 2 POWERMONGER
STRIDER ROGUE TROOPER

You've broken through enemy lines, you've captured the Rapier machine gun ... now you have got to get back to base ... but first you will have to cross the Line of Fire.

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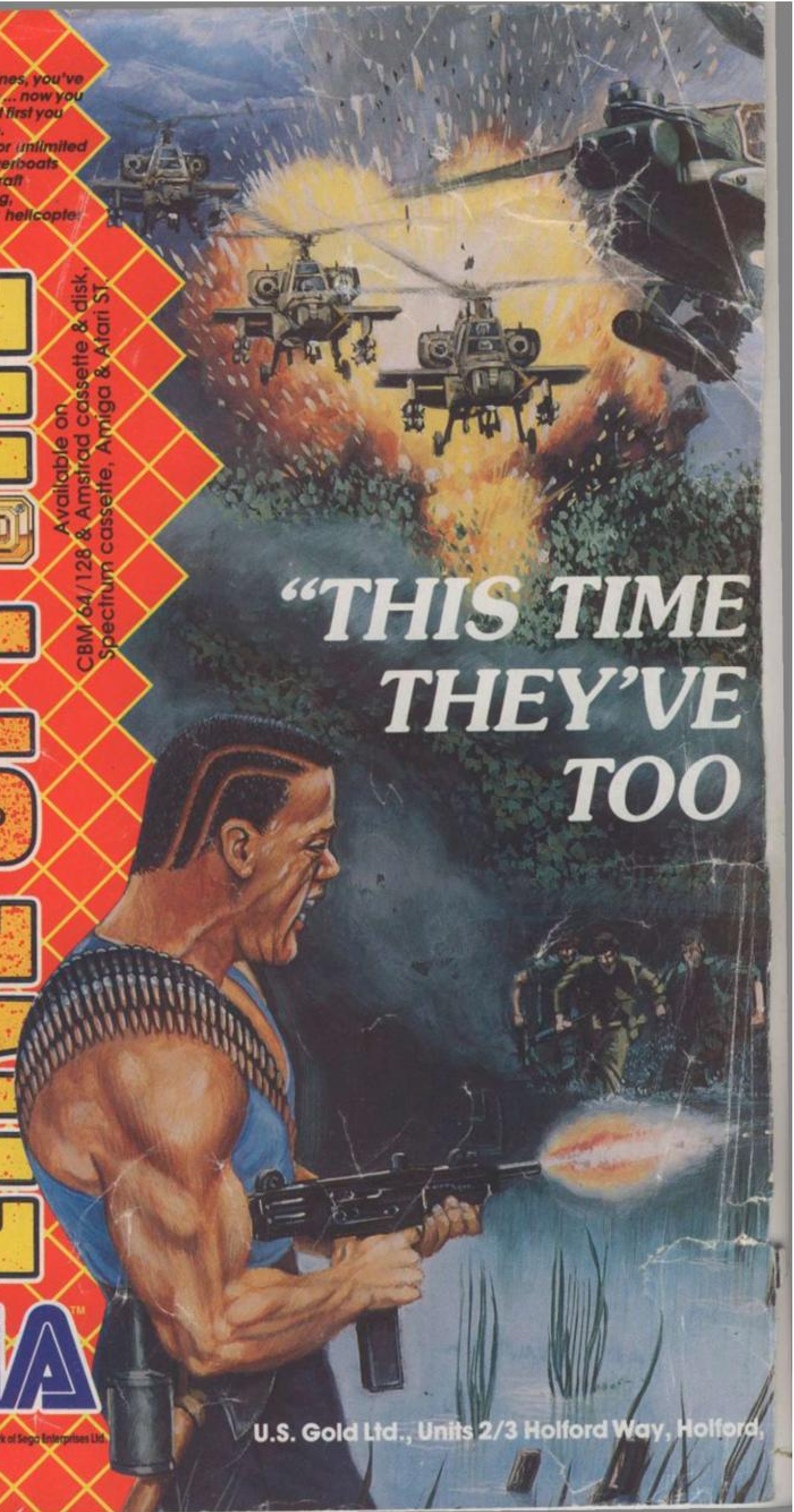
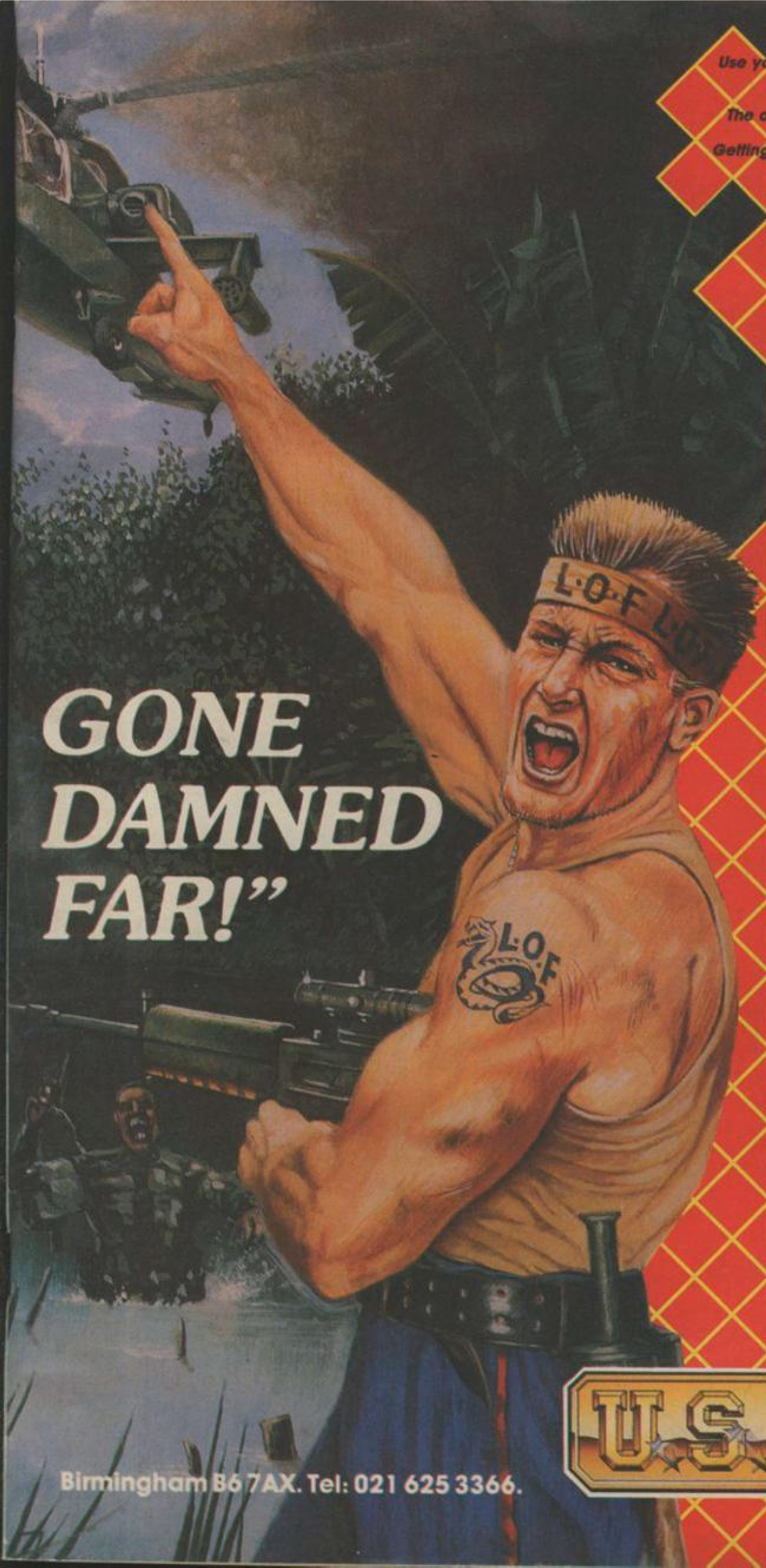


U.S. Gold Ltd., Units 2/3 Holford Way, Holford,



Use your Rapier machine gun to blast your way through enemy lines ... mega devastation with a single button.
The other operations were Sunday picnics compared with this one.
Getting in was tough – getting out alive will be damned near impossible!
Line of Fire – 'This time they've gone too damned far!'

Atari ST version

DAMAGE
DAMAGE

Spectrum version

Amiga version

Spectrum version

Amiga version

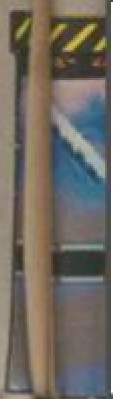
GONE DAMNED FAR!"

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

U.S.GOLD®

Birmingham B6 7AX. Tel: 021 625 3366.

So, the pirate leaders made you do it, eh?



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We take a look at the latest porta-console, Sega's Game Gear! There's also news about US Gold's Iron Maiden game, Sega's PC that plays Megadrive games, the Ocean Simpson's game and Midwinter 2. There's also a 50p off tickets to the Computer Shopper Show voucher!

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Thrills! Excitement! And trips to the toilet! Off we go to Domark, where two C+VG readers take on the gamesplaying might of a programmer and the C+VG champion himself!

AMAZING TURTLES MOVIE CARD OFFER 21

Be the envy of your friends! Be the bane of your enemies! Be the complete Turtles fan! How? Well, C+VG and Topps are giving you the chance to get hold of the entire set of Turtles movie cards, as featured on the cover of this very issue!

INCOMING MESSAGE :
REPORT :
NUKE PRODUCTION IN PROGRESS...
LOCATION :
THE RIVER ROUGE SLUDGE PLANT...
ORDERS :
FIND THE SLUDGE PLANT NUKE LAB.

9:59
00000000

PREVIEWS 166

PHWOAAH! We take an early look at such wonders as Line Of Fire, Dick Tracy, Sim Earth, Navy Seals, MiG 29, Game Boy Klax, Megadrive Rainbow Islands and Dynamite Duke!

SCORE 16010
HIGH SCORE 100000
PAUSE

MANAGING EDITOR: Julian Rignall ASSOCIATE EDITOR: Paul Glancey ART EDITOR: Andrea Walker STAFF WRITERS: Robert Swan, Richard Leadbetter AD MANAGER: Nigel Taylor DEP AD MANAGER: Martha Moloughney PRODUCTION ASSISTANT: Glenys Powell PUBLISHER: Graham Taylor COVER ARTIST: Jerry Paris
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MANAGING EDITOR: JULIAN RIGNALL
Curvaceous Julian (25) likes nothing better than a bit of bouncy blasting on his Megadrive. Raunchy Mr Rignall hails from sunny Wimbledon, and, boy, does he make those other journos look "common"!

MEGA COMPS

WIN A TURTLES COIN-OP!! 19

Imageworks give away a superb four-player Konami coin-op to one lucky C+VG reader!

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Pick up a load of consoles with our quartet of dynamite dial-and-win compos!

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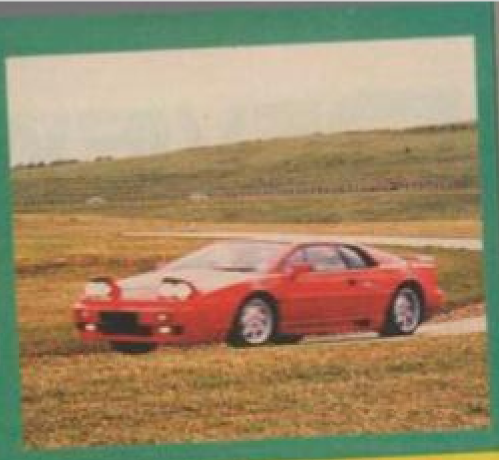
Well, not a whole Lotus. But Gremlin are sending someone on a day trip to the Lotus plant, with lots of hair-raising race-a-batics in a Lotus Esprit thrown in!



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Five pages of cheats, hints and tips for your machine. Plus - for one month only - The Graftgold Paradroid Players Guide (in colour)!

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Our Jazza piles a few 10 pees into Taito's arcade helicopter sim, Air Inferno, burns rubber on Sega's GP Rider and then gets stuck into Mega Twins.

TAITO AIR SYSTEM
AIR INFERNO

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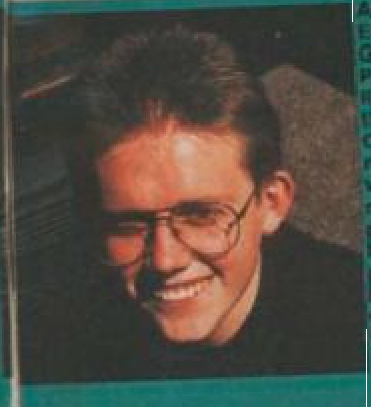

ASSOCIATE EDITOR: PAUL GLANCEY
Poullicious Paul likes to spend his time playing with a Game Boy, but is not averse to PC adventures with his mouse when in the privacy of his own home. He's always playing hard to get, but when the girls come round it's a different story!

STAFF WRITER: RICHARD LEADBETTER
This brainy beauty was a reel whizz at school and came away with various GCSEs, including one in vital Statistics! Raunchy Richard (18) likes to think of himself as "a strutting style warrior", and his outrageous hairstyles are setting trends all over his home town of Witham!

STAFF WRITER: ROBERT SWAN
This shining example of Chatham manhood is always on the go-go, and spends his free time in Chatham's nite-spots where he dazzles the regulars with his street-sharp dress sense and professional-standard disco dancing! And just watch those girls swoon when he tries to "Chatham" up!

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

PAUL GLANCEY

C+VG's resident brainbox, who enjoys games that require the use of the little grey cells.

RICHARD LEADBETTER

A violence-crazed maniac (sort of) - beat 'em ups and shoot 'em ups are his bag.

MATT REGAN

C+VG's strategy dude, who has always got his nose in an RPG, adventure, or simulation.

ROBERT SWAN

A bit of an odd 'un is Rob. Shoot 'em ups and platform games are a turn-on, but sims REALLY get him going!

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C+VG HIT! REVIEWS

STRIDER 68
Amazing Megadrive arcade perfection - check this out NOW!

JAMES POND 72
Oh-so-cute graphics and amazing fish-like playability make this a real winner!

POWERMONGER 76
The follow-up to Populous is among us and it's utterly unbelievable!

F1 CIRCUS 83
An astounding turn of speed makes F1 Circus a really playable hoot!

SPIDERMAN 86
Entertainment International's Spidey platform game does NOT disappoint!

THE SECRET OF MONKEY ISLAND 112
This hilarious Lucasfilm adventure lands on the PC - and it's a goodie!

INDIANA JONES AND THE LAST CRUSADE 116
All the fun of the terrific film, but this time YOU'RE Indy!

BATTLE COMMAND 124
Realtime Games strike back - and how - in this brilliant strategy blast.

LEGENDARY AXE 2 136
Hack 'n' slash action in this completely birlliant follow-up!

WONDERLAND 142
Magnetic Scrolls' latest adventure is their best yet - and that's official!

HELLFIRE 148
Amazing arcade quality shoot 'em up guaranteed to amaze!

BARBARIAN II

UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the respectable exterior of the new Amstrad Plus range of computers, lurks a monster.

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*The PLUS range comes with the game 'Burnin Rubber' free on cartridge. Software subject to licence. Product subject to availability. RRP may change without notice. Amstrad, Amstrad 464 Plus and Amstrad 6128 Plus are trade marks of Amstrad plc. © Sept 1990 Amstrad plc. All rights reserved. Available from selected branches of Adams World, Allders, Clydesdale, Comet, Currys, Dixons and other leading stores.

NEWS

SEGA GET IN GEAR

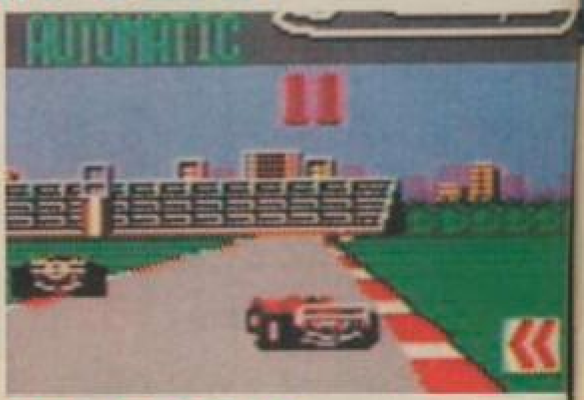
It seems like hand-helds are all the rage, these days - what with the Nintendo Game Boy (now officially available in this country and selling like hot cakes), the Atari Lynx and the soon to be released TurboExpress GT (the portable PC Engine), it looks like portable consoles are the games systems of the future. Now Sega have jumped onto the bandwagon with their new Game Gear, and the C+VG crew had a good look at an imported machine from Electro Games.

GEAR BOX

The Game Gear is essentially a portable Master System with extra bits. It's about two-thirds the size of the Lynx, measuring a meagre 103 x 210mm and weighing 570 g. It has a built-in 3 inch, backlit LCD colour screen, which can display 480 x 146 pixels, in any of 16 colours from a palette of 4096 (the Master System has a palette of 128). Though the games we saw made very Master System-like noises, the Game Gear can produce sound or music on three stereo channels, and it has it's own stereo headphone socket for private listening.

GAME GEAR GEAR

The Game Gear's got a whole bundle of add-ons coming out as well, such as an optional TV tuner (so you can watch your fave shows wherever you want), a link-up lead, and a cable to connect the machine to the cigarette lighter of a car! But what about the games?



GAME GEAR GAMES

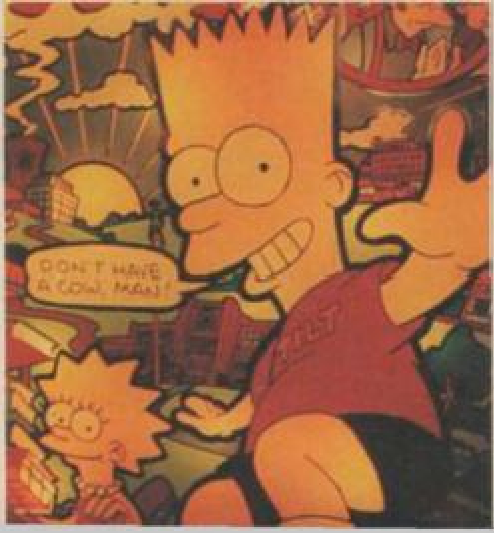
The machine was launched in Japan with three games, Super Monaco GP, Columns and Pengo, and after having a good look at all three we reckon they're pretty good. There are more on the way, including a conversion of Sega's stomach-churning coin-op G-LOC, as well as Wonderboy, Pro Baseball '90 and Dragon Crystal.

LANDING GEAR

The price? In Japan, this little wonder is selling for about 19800 yen, or about £79, with the games for only 3500 yen, or 14 quid! Could this be the end of the Lynx and the Game Boy? Not yet, because some of the importers who are bringing the machine into the UK at the moment are selling it for between £200 and £250! Virgin haven't set a price or a launch date as yet, but they hope to have Game Gears in the shops early next year, for under £100 - which seems much more sensible.

EAT MY SHORTS, MAN!

Pictured here is the new Simpsons pintable, but forget about that, because the real business of this news piece is the announcement that Ocean have snapped up the licence to the Simpsons, the show which is currently wowing SKY TV viewers! In the US, The Simpsons have already gained more cult popularity than the Turtles (and that's big!), and are set to do the same over here, what with associated merchandising and the like. A Nintendo version of The Simpsons is already out in the States, courtesy of Acclaim, but it remains until next summer to see if Bart and his family can achieve the same status on British computer screens.

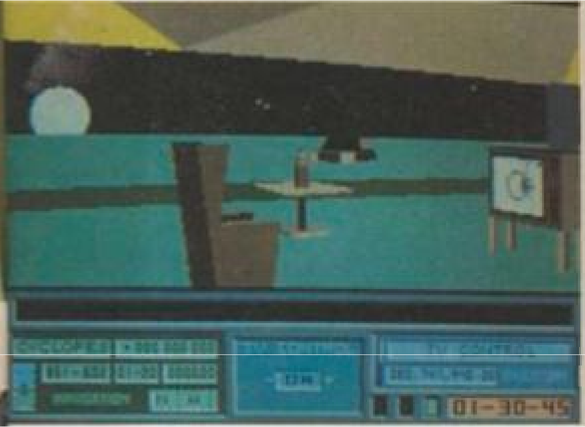

DON'T HAVE A COW, MAN!

CAN I PLAY WITH MADNESS?

All the headbangers and moshers amongst you, listen up! US Gold have announced that they have accquired the licence to those metal monsters, Iron Maiden! PR supremo Danielle Woodyatt told us there are no plans at this time for what shape or form an Iron Maiden game will take, but it'll definitely feature Eddie (Maiden's mascot) as the central character, as well as loads of Maiden tracks! More news, as and when...

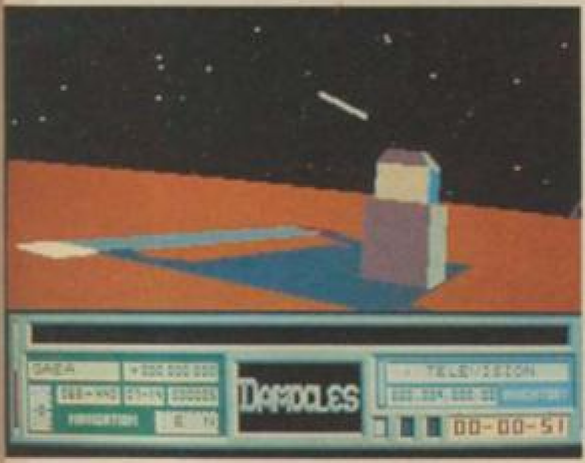
BULLFROG HOP IT

Bullfrog, developers of the critically-acclaimed God simulator, Populous, as well as the wacky Flood and the totally brilliant Powermonger (see the review later this issue), is planning to end its long-term relationship with publisher Electronic Arts, and set up under their own label, as Core Design and the Sales Curve have recently done. Rumours are flying around that Bullfrog will follow another top team, the Bitmap Brothers, and join up with the new Renegade label. Keep reading C+VG for more info as we get it.



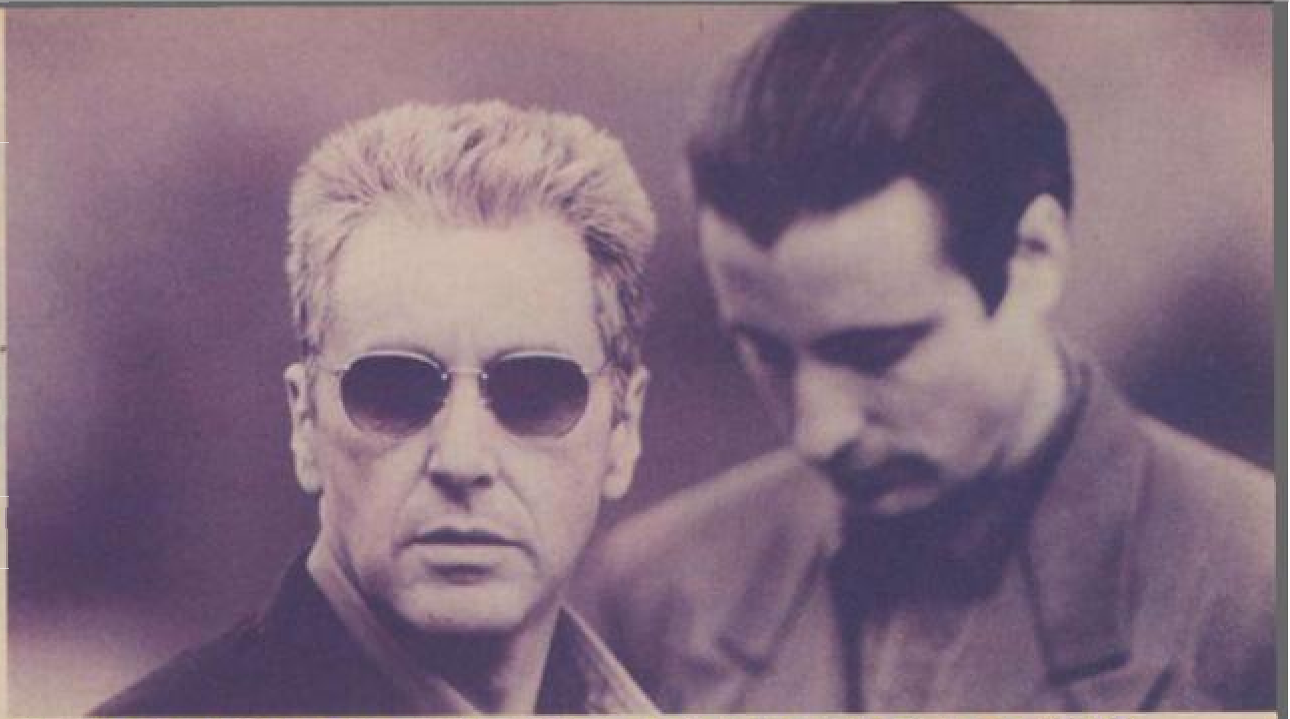
DAMOCLES - THE NEXT GENERATION

Now that the excellent 16 bit sequel to Mercenary, Damocles, has been knocking around for a while, Novagen are about to unleash two mission disks that will expand on the original, with new plots and problems. And what's more, the two disks (the first should be about by the time you read this, the second is due in January of '91) will cost a grand total of just £9.99 each! We've no further info on what form the missions will take, but if you can't wait, Novagen can be reached on 021 449 9516.



AN EVEN BIGGER CHOPPER?

MicroProse are now planning to release a sequel to their best-selling smash copter sim, Gunship. Code-named Gunship 2000, the game will centre around an updated version of the Apache AH-64 attack copter, set against a world of drug barons and criminals, rather than the political Cold War theme of the original. According to trade newspaper CTW, the game has already been in production for 18 months, and should be ready for release on the PC around next June. If it's half as good as the original, Gunship 2000 should be nothing short of brilliant. Check out a preview in a future ish of C+VG, and watch the skies!



A HORSE'S HEAD IN YOUR BED?

With the long-awaited third film arriving in March 1991, US Gold have announced that they have accquired the license to The Godfather, the story of loyalty, power, and extreme violence within the Mafia, and particularly the Corleone family. USG supremo Geoff Brown commented that "there are only a small number of absolutely instantly recognisable licenses in the world, and The Godfather is high amongst these. With the launch of the new film, the spotlight will be firmly on The Godfather". We have our doubts, but USG intend to release both an interactive adventure and an action game, so judgement will be reserved until we see more on them.

GOLD LICENCES-A- GO-GO!

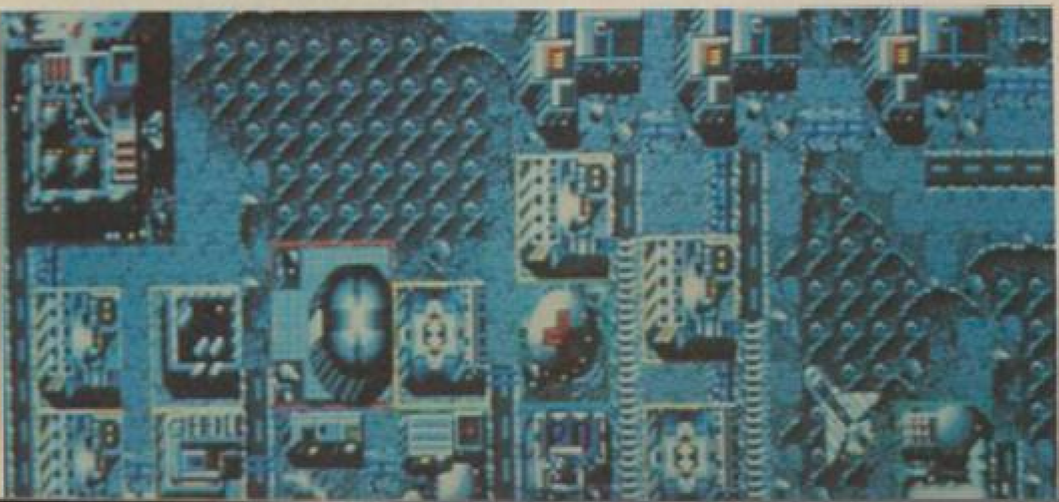
Sega have now made an agreement with US Gold which gives the Brummie boys the license to convert all present and future Sega coin-ops. The two titles planned for conversion at the moment are Super Monaco GP (to be written by Probe, and is planned to be a combination of the excellent Megadrive version and the coin-op), and the sequel to Afterburner, G-LOC. How these two monster coin-ops turn out on computer is anybody's guess, but we await the outcome with interest.

Also due to be unleashed are two Capcom coin-ops, MERCS (a multi-player Commando-style blast, to be done by Tiertex), and Final Fight, which Creative Materials (currently working on the conversions of E-SWAT and Line of Fire) will be doing the jobbie on. No info on release dates as yet, but as soon as we know, you will too.

MISSION
TIME 48s HIT 3/8
SPEED
AUTO

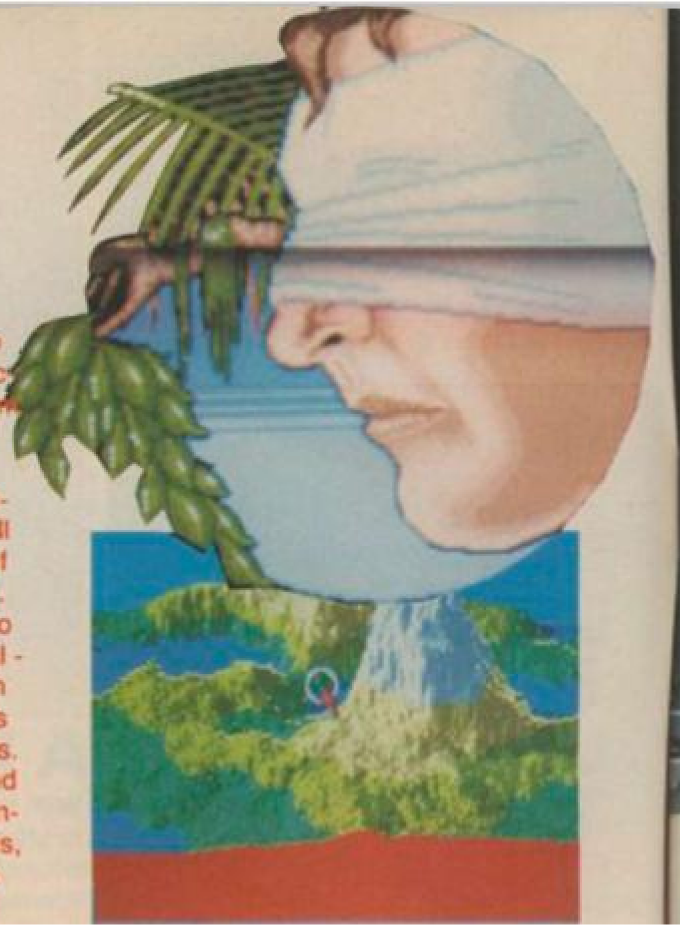
SIM CITY MISSION DISKS

Not content with just releasing their amazing Sim Earth game, Maxis have come up with some new scenario disks for their classic "god" game. With the first disk, you can create cities based around Ancient Asia, Medieval times, and the Wild West (create your own Dodge City!). But there's more, in the form of a second data disk. This disk will welcome you to the 21st century, where you can build cities of the future in either America, Europe or even the Moon! Infogrames (rather than Ocean) are selling the disks at twenty sovs a piece. Sounds a tad overpriced, but if Sim City's your bag, check them out.



NEWS

IN THE DEEP MIDWINTER TOO



Rainbird have announced plans to release the sequel to their critically-acclaimed 3D epic, Midwinter. Maelstrom will once again be the brains behind the game - originally called Wildfire, but according to Julia Coombs, Micro-Prose's PR person, the final game will be called something along the lines of "Flames of Freedom" (dramatic, eh?). From what we've seen of the game so far, it's similar in aspect to the original - protect an archipelago of islands from invasion by a malevolent force - but is a heck of a lot bigger in most respects. There are zillions more characters and no less than 22 modes of transport (including scuba diving, mini-submarines, bi-planes and even Zeppelins!). Look out for more information as we get it!

WE'RE OFF TO SEE THE WIZARD - AGAIN

One of Ocean's major hits from several years ago was Wizball, a wacky shoot 'em up of sorts which cast the player as a wizard trying to return the colour to his blighted world. Now Ocean have announced plans for Wizball II, and have recruited the authors of the original, Sensible Software, to do the job. It should be very interesting to see if the sequel can grab more accolades than its predecessor, but you'll have to wait until spring of next year to find out - right here in C+VG.

CONSOLE BOOK IV - THE REVENGE!

Yes indeed, folks, not content with bringing you up to the minute console news in C+VG (or our new sister mag, Mean Machines, for that matter), we're now ploughing our way through the fourth book in the Complete Guide to Consoles series, and it's going to be the biggest and best yet! It'll be on the newsstands at the end of November, and will set you back the princely sum of £2.95. Don't miss it!

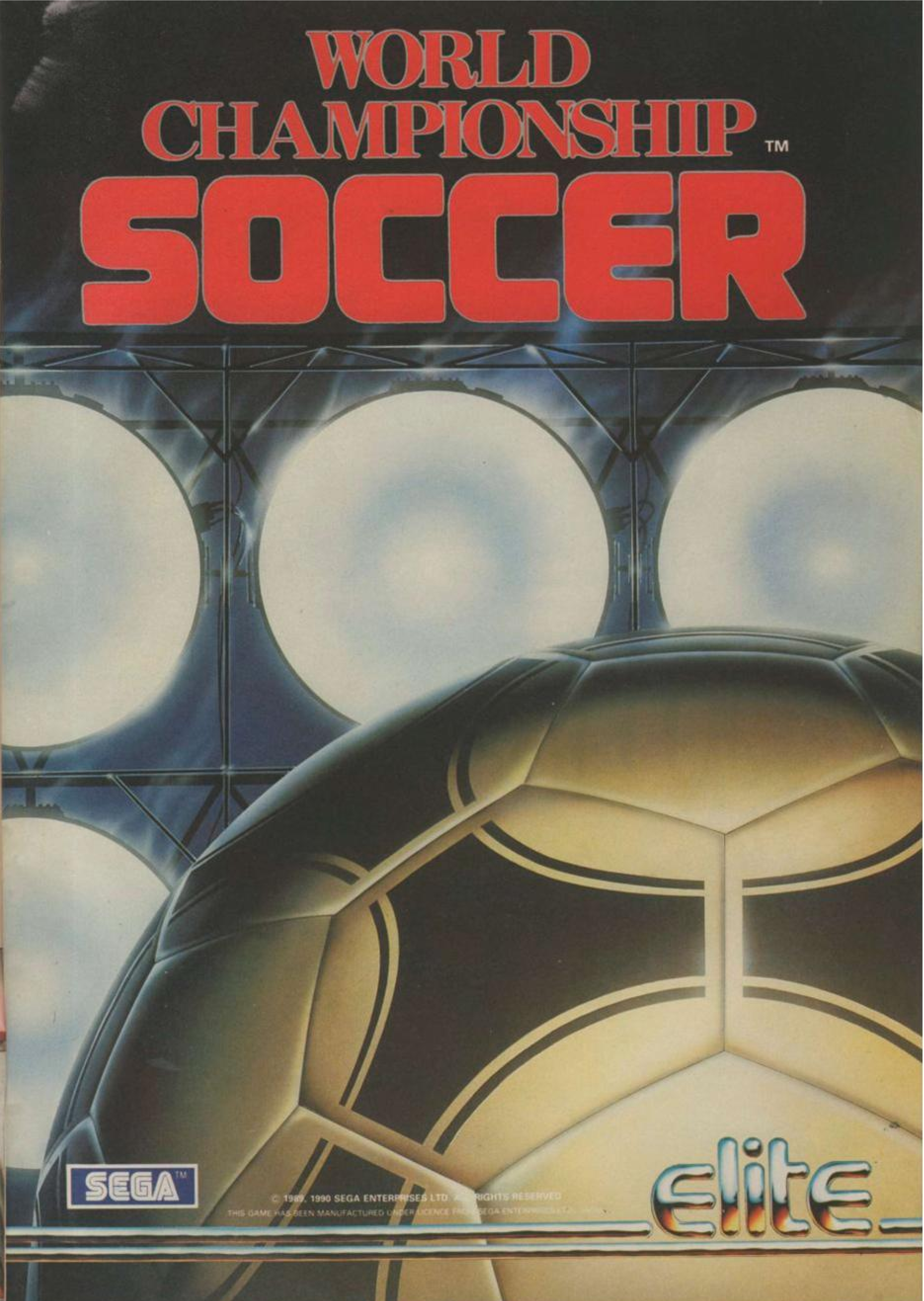
IMPOSSAMOLE CONQUERS USA

GERONAMOLE!!! After starring in five (count 'em!) computer games, our hero, Monty Mole is now poised to conquer the United States in an all-new Impossamole adventure for lucky Turbografx (PC Engine to us) owners. But it's not just one game that our Monty is set to appear in. NEC are rather excited about this little furry creature, and are also set to move the lovable mole into the "lucrative world of merchandising". So expect Monty cuddly toys and the like, as well as the Engine game. We'll keep you posted...

Thomas Cook
Summer
£125
£75
£50
£30
£25
Price Promise

SPREAD-SHEETS ON A MEGADRIVE?

Well, not quite, more like the other way around! What are we blathering on about? (What are YOU blathering on about, you mean, Rob - Ed) Sega are going to make the jump from console to computer (sort of) and are planning to release the first in what is expected to be a large range of PC compatibles! And what's more, Megadrive carts can be plugged into 'em, so you can mix business with pleasure! The Sega 286PC will be a 68000-based machine, with a 14" VGA monitor, a high-density 3.5" drive, a built-in modem and of course, the Megadrive cartridge port! Pheoowee! As you can see, it looks very nice indeed, but what it will cost and when it'll be available is as yet unknown. One thing is certain - if we get our hands on one, no work will ever get done!


WORLD CHAMPIONSHIP SOCCER ™
SEGA ™
elite

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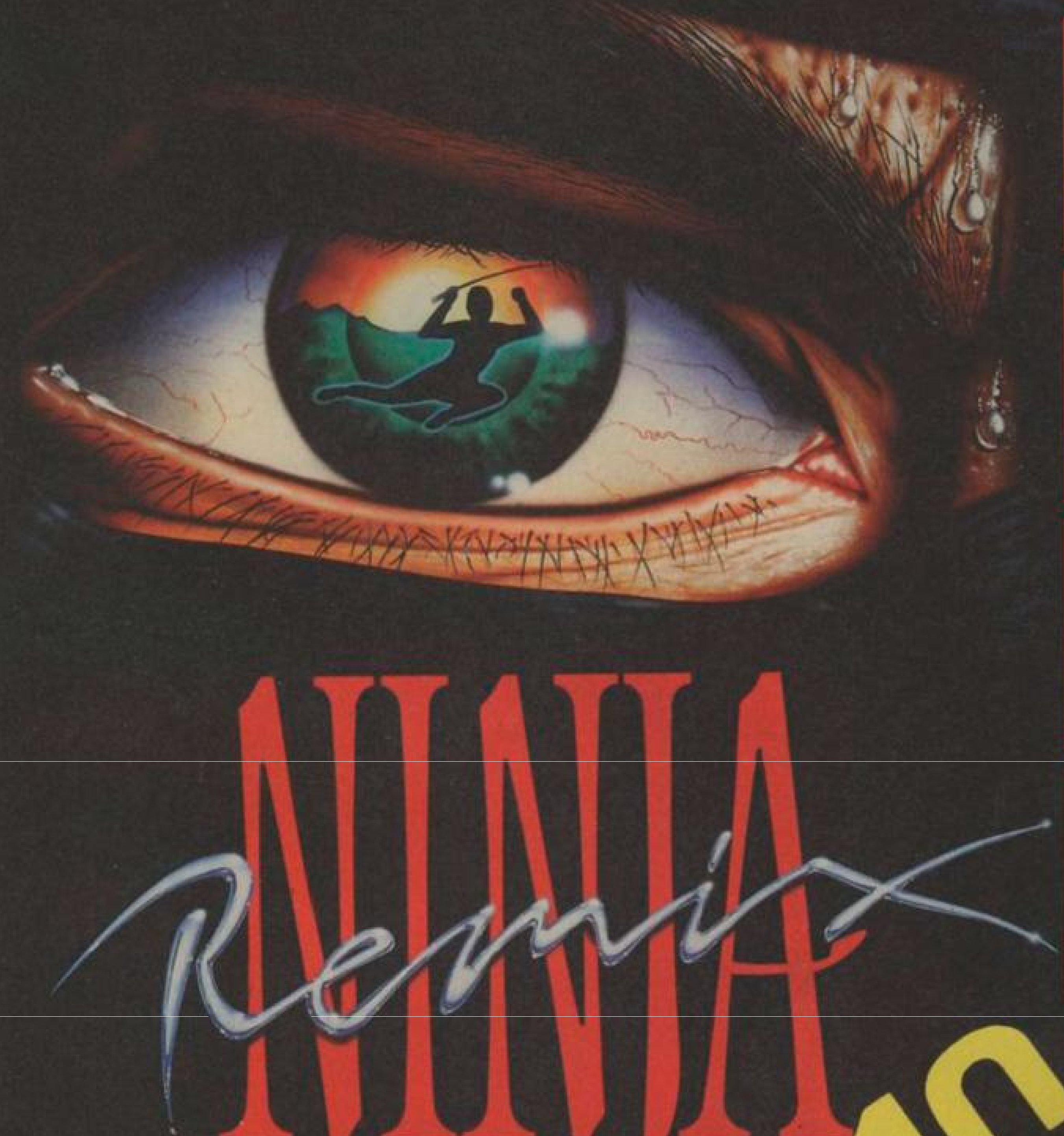
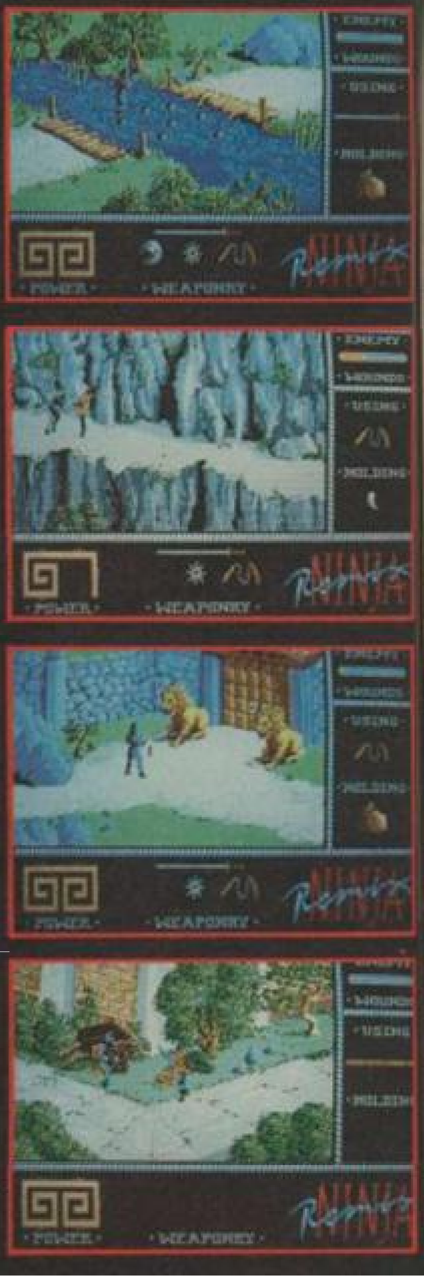
THIS CHRISTMAS

Remember

IT · HAS · TO · BE

SYSTEM · 3


NINJA
Remix


ENEMY
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USING
HOLDING
POWER
WEAPONRY
Remix
NINJA

16

NEVER · BEFORE

RELEASED · ON 16 BIT

System 3 are recognised as Europes leading original game publishers.

Last Ninja Remix has the best graphics yet seen on a 16 bit machine.

True life animation arcade quality backgrounds. This is a 4 double sided disc product – giving the player the ultimate challenge for a martial arts arcade adventure.

IT'S PERFECTION.

ATARI · ST

AMIGA

SYSTEM 3 SOFTWARE LIMITED
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584

£24·99

NEWS

HAVE FUN WITH YOUR JOYSTICKS

A bit cheesed off with your battle-weary Nintendo joypads? Finger cramp getting a bit too much? Well, you can wave goodbye to those NES terrors with these amazing new joysticks from Spectravideo. The NiPro boasts an enormous LED display, to tell you when you have moved or pressed a button (useful, huh?), and an ergonomically designed stick to boot. The Ni5 is a stick with less designer pulling power because it's merely a cut-down version of the Pro (and hasn't got the LEDs either).

They look a bit too unwieldy for us, but at £15.95 for the Ni5 and £19.99 for the NiPro, you're certainly getting value for money, and since they've both got micro switches, they should last for quite a long while as well.

I WANT TO RIDE MY BICYCLE

Feeling run down? Playing too many games, and not getting enough exercise? Now you can do both - at once! Coming soon to an arcade near you is the TeleBike, a game which involves cycling around city and countryside alike, whilst trying to win numerous races. As you can see, this involves pedalling like hell in order to keep out in front, which makes it possibly more knackering than the old Sega boxing game, Heavyweight Champ. Looks like the sort of game that'll either give you massive leg muscles or an early coronary if you ask us, but keep-fit fanatics should keep their eyes peeled.

COMMODORE SHOW TIME

If you're some kind of computer show groupie who can't wait until December for the Computer Shopper Show, then take heart, because on the 16th to the 18th of November, the Commodore Christmas Show is going to be swinging in full force at the Novotel, opposite the Hammersmith tube station.

Software companies like Ocean, Electronic Arts, Domark, Psygnosis and Mindscape are promising to be there, so if you're a Commodore owner who wants to see what's what, then check it out. With sections like The Games Arcade, where jam-hot games are put to the test, it could well be a show to remember...

COMPUTER SHOPPER EXCITEMENT

Make sure you keep 6th to the 9th of December free in your diary, because that's when the fantastic Computer Shopper Show is going to taking place. There promises to be a huge amount of bargain goodies up for grabs, and this particular show is being touted as "the world's largest pre-Christmas computer shopping spree". Sounds good to us.

The show's also going to be used by several companies to launch exciting new products, and the super-secret Commodore CD-TV is also scheduled to make a special guest appearance. But there's no denying that the show's major pulling point is going to be colossal savings to be made no matter what computer (or even console) you own, so make sure you get down to the Wembley Conference Centre in London (get off the tube at Wembley Park and follow the signs) early to avoid the rush! And as an added incentive we've even got a coupon on this page that'll entitle you to a massive 50p saving on your entrance ticket! Good eh?

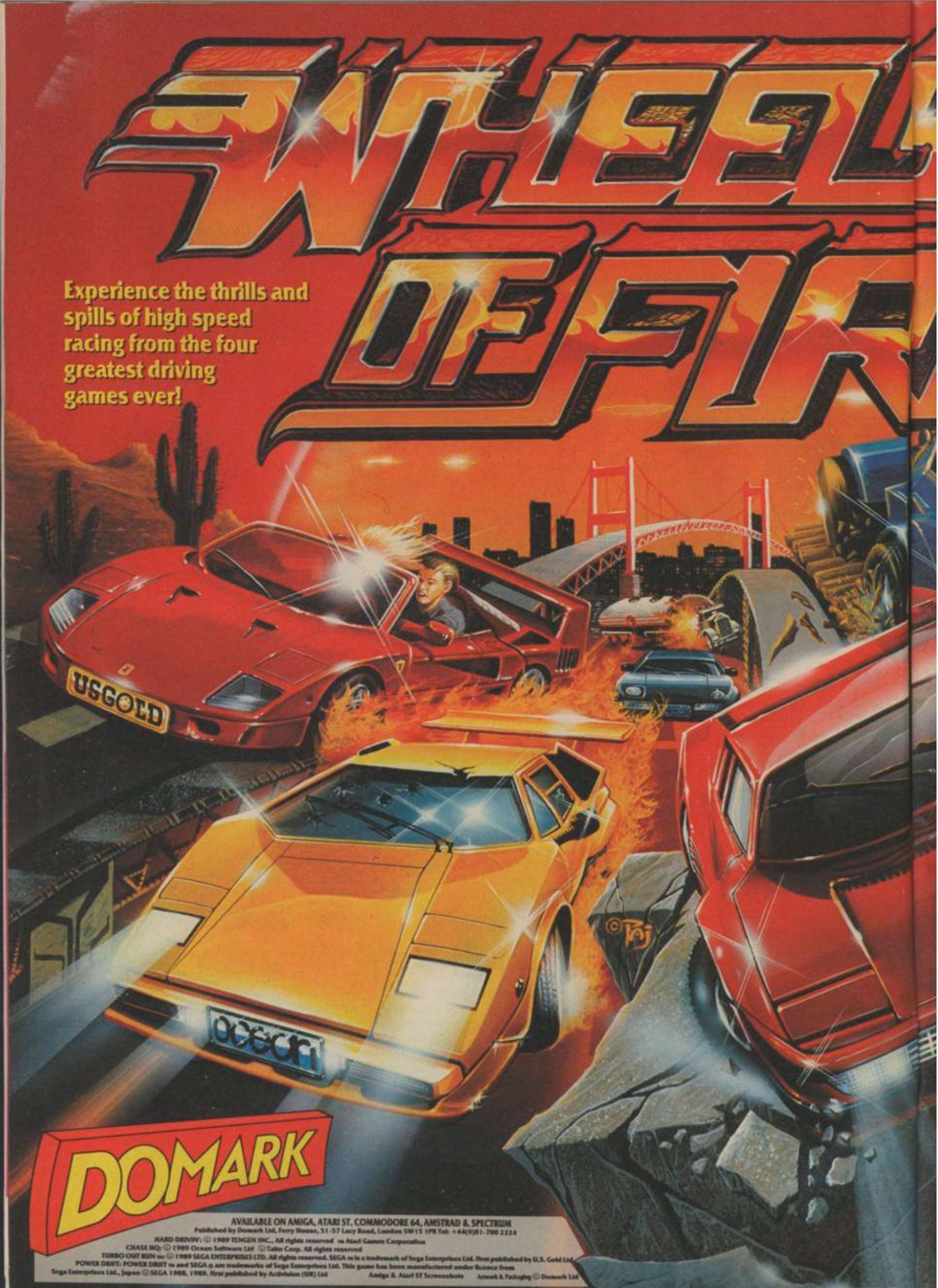
COMPUTER SHOPPER SHOW '90
Wembley, London • 6-9 December

Only one voucher per person

Photocopies not valid

50p OFF

Or alternatively worth £4 off a family ticket
Thursday 10am – 6pm, Friday 10am – 6pm
Saturday 9am – 6pm, Sunday 10am – 5pm


WHEELS OF FIR
Experience the thrills and spills of high speed racing from the four greatest driving games ever!
USGOLD
ocean
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DOMARK

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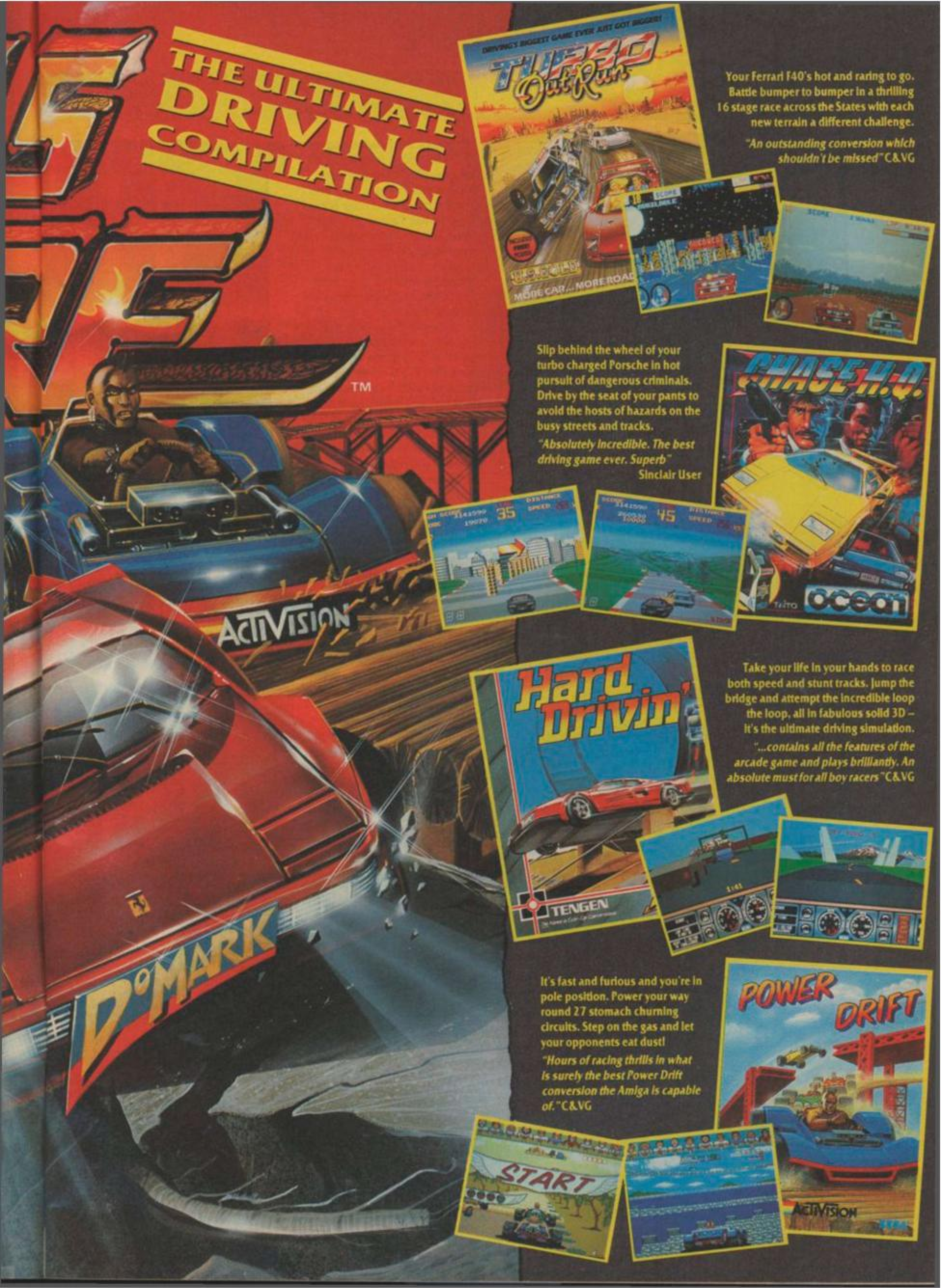
THE ULTIMATE DRIVING COMPILATION
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Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.

"An outstanding conversion which shouldn't be missed" C&VG

Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.

"Absolutely incredible. The best driving game ever. Superb" Sinclair User

Take your life in your hands to race both speed and stunt tracks. Jump the bridge and attempt the incredible loop the loop, all in fabulous solid 3D – it's the ultimate driving simulation.

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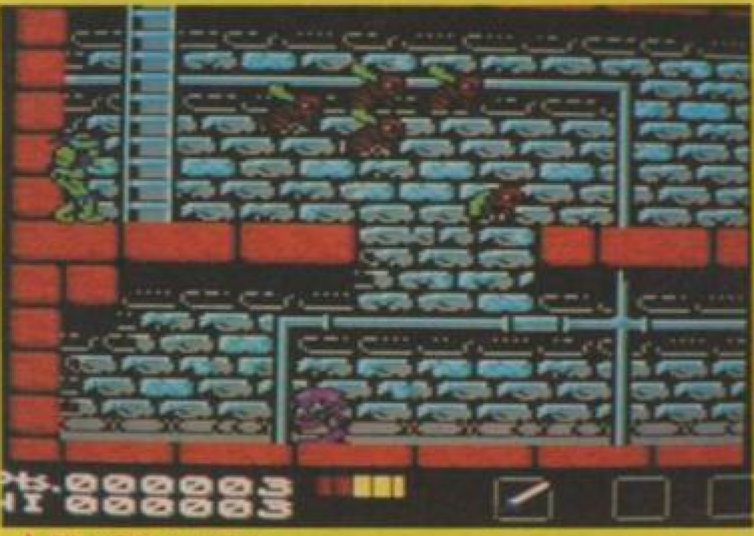
It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!

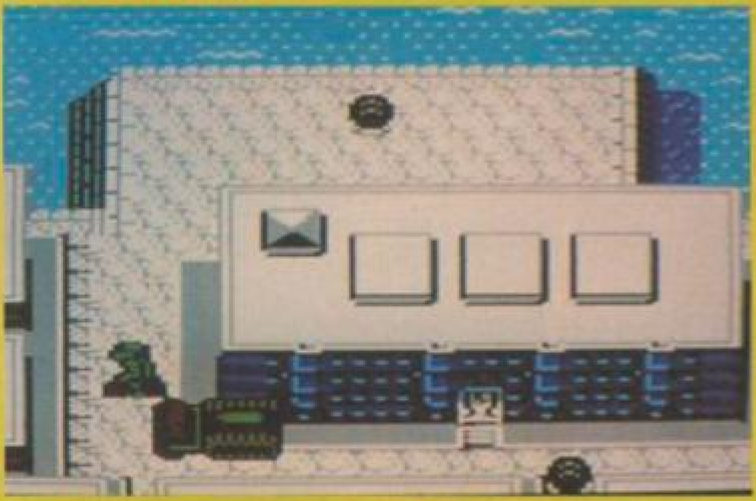
"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." C&VG

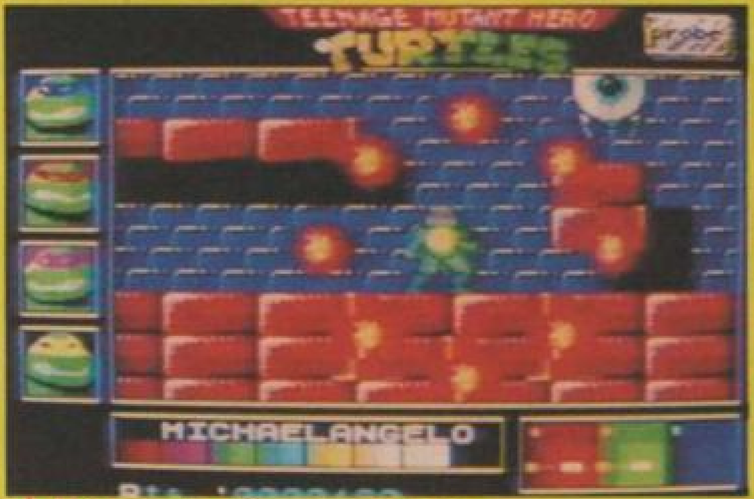
TEEN MUT HER TURT

BY IMAGE WORKS

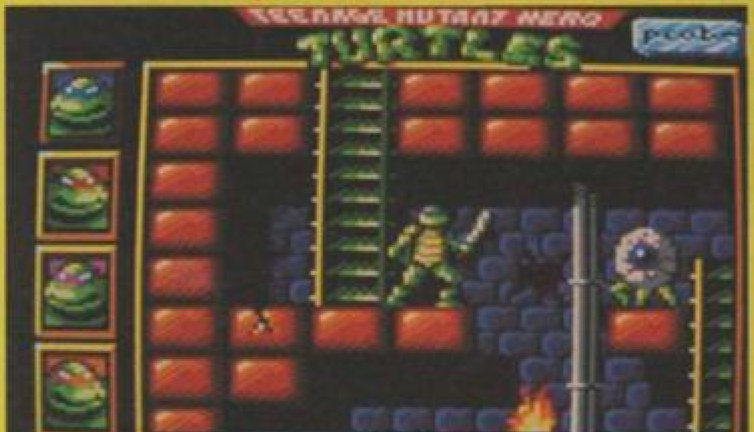


▲ The C64 version.





▲ The colourful Spectrum version.

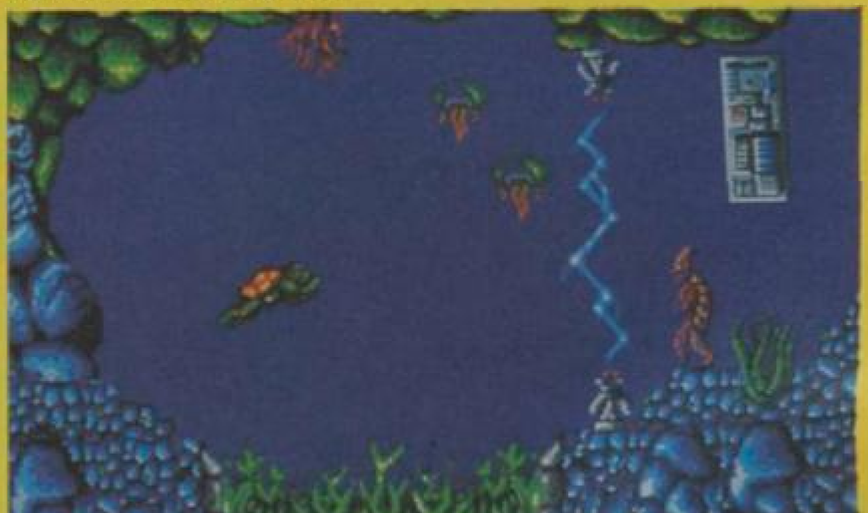


▲ Turtles on the Amstrad CPC.

They're acknowledged as THE comic sensation of the nineties... They're cool, they're mean - and they don't like anchovies on their pizza! They're the Teenage Mutant Hero Turtles - four street-cred amphibians with a mission in mind - to seek out the evil Shredder and his diabolical Foot Clan and kick them out of New York.

But laying waste to the city with a lethal crime wave isn't the only piece of nastiness that the Shredder has come up with. In a maniacal fit of ruthless rage, he's also made off with the Turtles' journalist friend April O'Neil! Obviously, some kind of rescue mission will have to take place, and our amphibian ninjitsu aces must traverse the city, beating the seven shades out of any Foot Clan minions that dare cross their path. At the end of each level, the Turtles will have to face one of the Shredder's more evil henchmen, Bebop or Rocksteady to name but two. With six levels of New York to clear up, this game'll have you at your computer for ages.

The actual gameplay takes place on a large four-way scrolling map, representing the crime-ridden city. Here, our turtle hero can beat up any Foot minions or alternatively duck into a building or sewer. Here, the action takes place on a side-on horizontally scrolling play area, where our hero turtles must fight off various nasty crea-



▲ Underwater antics in ST Turtles.

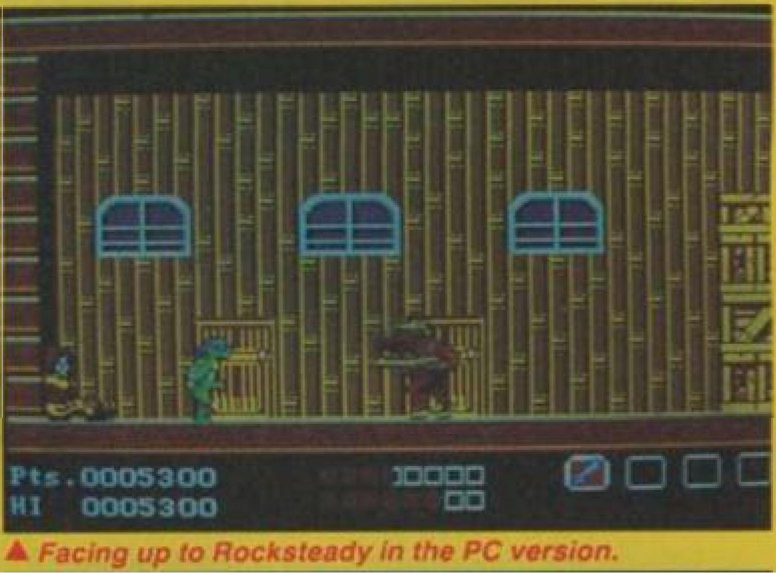
NAGE TANT ERO RTLES

tures and Clan soldiers. It's in this section where you're most likely to find April (they're not likely to leave her out on a street now, are they?), and after she is returned safely to her turtle chums, it's time to haul some shell and finish off the Shredder once and for all.

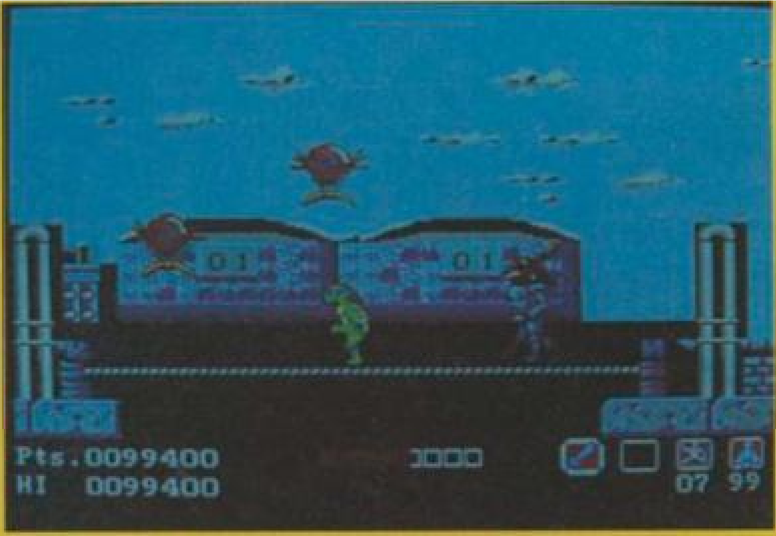
Obviously, the player can only control one turtle at a time, and each turtle's strengths and weaknesses must be taken into account before going into battle. Leonardo, for example, might have power behind his Katana-based antics, but Donatello (although less powerful) can reach places with his Bo that Leo can't.

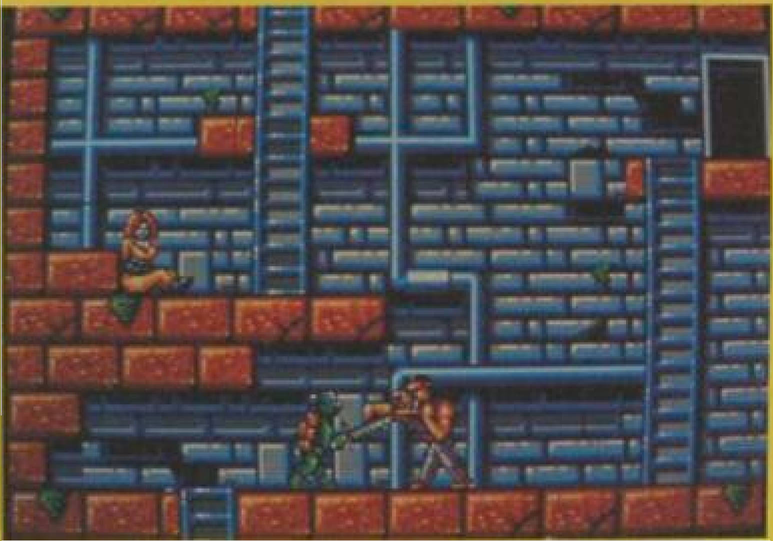
Probe software are the dudes behind the code. They're jazzing up the American Amiga version (reviewed in issue 104) and porting it across to the ST. They're also reprogramming bits of the American PC and C64 versions, so they should be even better than before! Other 8-bitsters aren't going to be left in the cold, either. Spectrum and Amstrad versions are also forthcoming, and they're coming along very nicely, thank you - check out the all-formats shots dotted around the page!

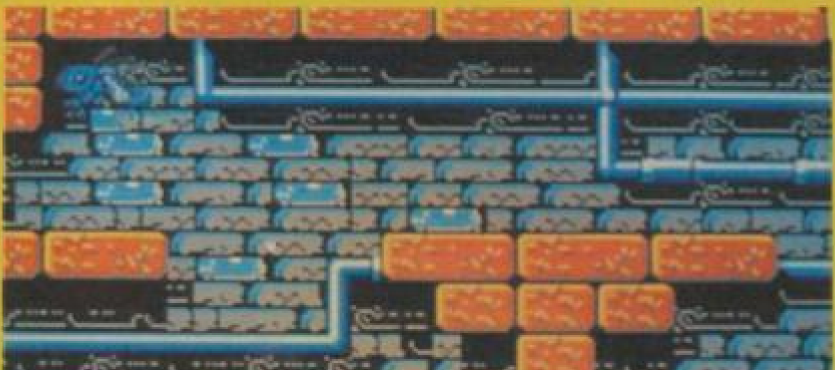
The game is to be launched on November 15th only weeks before the British release of the blockbusting film, so it looks like this Christmas is going to be just turtley awesome dudes, so stay with



▲ *Facing up to Rocksteady in the PC version.*







▲ *Amiga Turtles direct from the States (with a few tweaks).*

GET THE FULL SET OF TURTLES CARDS!!

After you've entered the Turtle compo, turn to page 21, where Topps are making full sets of Turtles movie cards (like those on this month's cover) available exclusively to C+VG readers!

WIN THE TURTLES COIN-OP!

Now turn to page 19, where Image Works are giving away Konami's totally gnarly Teenage Mutant Hero *Turtles four-player arcade* machine - the ultimate addition to any Turtles fan's Turtleabilia collection!!

NARC

TM

NO-ONE HAD THE GUTS UNTIL NOW

NARC The arcade action thriller with the BIG finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION -

IF YOU GET THAT FAR.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big?...

No, he's

MR. **BIG!**

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COWABUNGA!

WIN THE TURTLES COIN-OP

COURTESY OF IMAGE WORKS!!

Crikey hell, guv'nor! Surely you cannot be serious? A Teenage Mutant Ninja Turtles coin-op being GIVEN AWAY by those extremely generous folks at C+VG, in association with the no-less generous dudes at Image Works! Yep, that's right and it could be YOU that ends up with a hoofing great four-player Konami Turtles coin-op in your bedroom! Aaow!

Just think, it could be you that becomes the most talked-about dude on your block! Your door will be accosted every day by jealous mates desperately seeking a glimpse of YOUR Turtles coin-op! Absolutely everyone will want to be your friend (if they aren't already)!

So, now that's got your attention, I suppose you want to know just how to get your greasy hands on this absolutely amazing prize. Well, it really couldn't be simpler (honest!). Remember those fabby stickers attached to the front of the October and November issues of C+VG? You do! Good!

As revealed in last month's C+VG, you're going to need to cut off the number four from the October sticker sheet (four turtles, geddit?) and the eight (four times two is eight, geddit?) from November's. Got them? Well, you'd better have, or you'll have blown your chances straight away!

Now then, in the entry form below, you should find a couple of empty boxes that coincidentally are exactly the same size as your stickers. Simply, wham 'em down, and in the space provided use your skill and judgment to answer this probing question:

THE QUESTION

HOW MANY TEENAGE MUTANT HERO TURTLES ARE THERE?

Simple! Don't think you have to mutilate this month's C+VG either. Just as long as your stickers are original, you can use a photocopy of the entry form! When you've filled out the form, simply post it off to COWABUNGA COIN-OP CAPERS OF CHAOS! COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

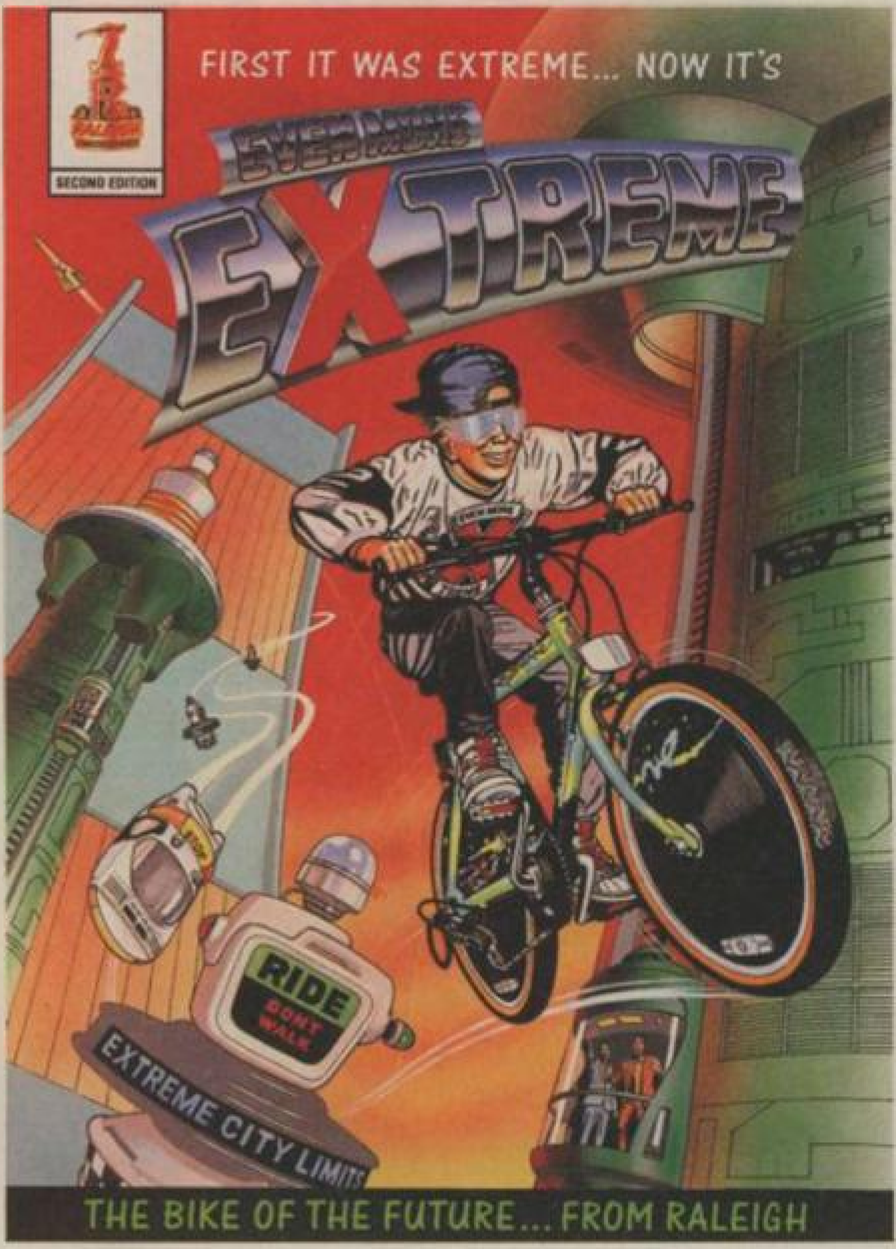
TURTLES
TEENAGE MUTANT HERO
TURTLES
COWABUNGA!
KONAMI

Since this compo is obviously incredibly special, the closing date has been set back to 23rd March, 1991, meaning that all you overseas readers can enter too - so there's no excuse for not literally jamming up the office with your entries!

I'M DEAD CLEVER, I AM, AND I RECKON THERE ARE ...... TEENAGE MUTANT HERO TURTLES.

IF I WIN, SEND THE COIN-OP TO:
NAME..
ADDRESS...
..
..
TELEPHONE NO..

OH, HERE'S MY NUMBER FOUR STICKER
AND HERE'S MY NUMBER EIGHT STICKER


SECOND EDITION
FIRST IT WAS EXTREME... NOW IT'S
EVEN MORE
EXTREME
RIDE
DON'T WALK
EXTREME CITY LIMITS
THE BIKE OF THE FUTURE... FROM RALEIGH

BAG ONE AT HALFORDS

When you buy a Raleigh Extreme at Halfords, you join an elite team.

"Team Extreme."

For a short while and for only a select number of people, we're giving a free Team Extreme rucksack in a wicked fluorescent green colour to everyone who has the taste to buy a Raleigh Extreme from Halfords*.

We're open until late and we're just a short ride away.

Come to Halfords for your Raleigh Extreme and get your Team Extreme rucksack in the bag.

THANK HALFORDS FOR THAT

*While stocks last. Offer applies to all models in the Extreme range (Extreme, Pretty Extreme, Even More Extreme, Totally Extreme and Extreme Sixteen). Access, Visa, Amex and Stylecard accepted. All crossed prices are Halfords normal prices. All prices include VAT and are correct at time of going to press. All offers and services are subject to availability. Opening times may vary (check local Halfords for details). Halfords Chargecard typical APR 34.4 (variable) by direct debit. Subject to acceptance. Ask for written details at your local branch, or write to Halfords Limited, Icknield St. Drive, Washford West, Redditch, Worcestershire B98 0DE.

Team Extreme

GET THE COMPLETE SET OF TOPPS TURTLES CARDS

You might have noticed we've gone a bit Turtle-mad recently, what with that terrific Turtles movie pack stuck to the cover, an all-formats Turtles game preview and a chance to win the Turtles coin-op. Added to that, in next month's C+VG, we, in association with Topps, will be giving away a FREE mammoth Topps Turtles Cards Reference Sheet - with pics of all the great Topps Turtles cards so you know which ones you still have to collect!

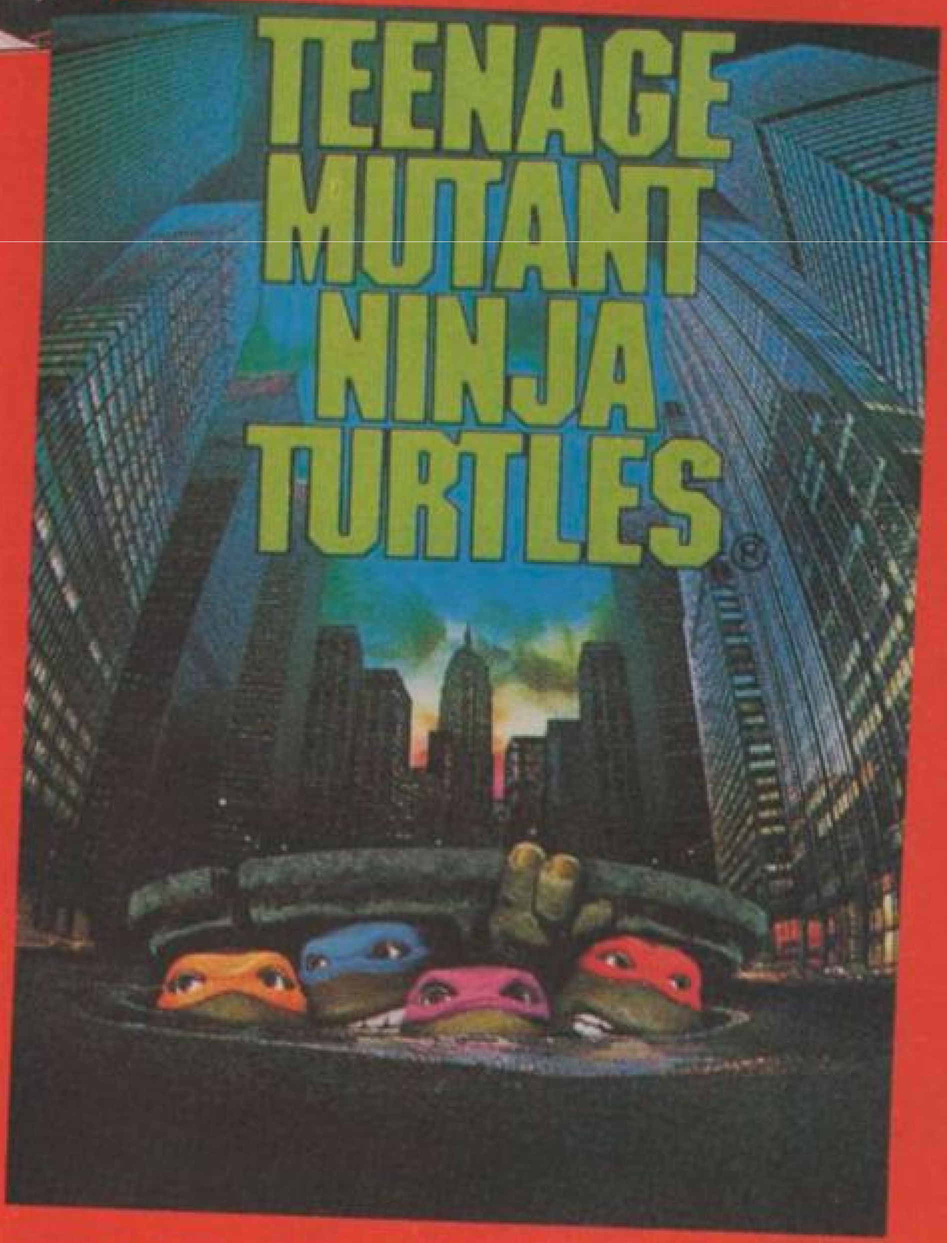
But if you haven't the patience to bother with all this "collecting" malarkey, C+VG, in association with Topps, have struck a deal, making it possible for you to get your hands on the COMPLETE set of 132 Teenage Mutant Ninja Turtles cards all bundled up in two presentation packs with 66 cards in each!
Say goodbye to having to trade cards with your mates! Banish those "can't get that last card for the life of me" blues! And what's more, be the envy of all your mates because these mind-blowing cards won't be on sale in yer common-or-garden shop until well into 1991!

Fancy getting in on the act? Then waste no more time! The complete set of Teenage Mutant Ninja Turtles movie cards can be yours for a trifling £2.68 plus 90p postage and packing! Can't say fairer than that, eh?

So, fill out the coupon below and bung it in an envelope with a cheque or postal order for £3.58 made payable to Bazooka Joe. Then send it NOT to C+VG, but to:

C+VG/TOPPS TURTLES CARDS OFFER, BJ OFFERS, PO BOX 83, CHELMSFORD, ESSEX.

Unfortunately, this offer only applies to readers in the UK, and you'll have to allow 28 days for delivery. Hurry up though, because this offer is only valid while stocks last, so get that order in the post - NOW!!!



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PLEASE SEND ME MY TURTLES MOVIE CARD PACK BEFORE I EXPLODE WITH EXCITEMENT!! I ENCLOSE A CHEQUE/PO FOR £3.68 PAYABLE TO BAZOOKA JOE.

NAME..
ADDRESS ....
....
POST CODE ....

Send this coupon to C+VG/TOPPS TURTLES CARDS OFFER, BJ OFFERS, PO BOX 83, CHELMSFORD, ESSEX.

This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new Amiga 1500. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software . . . Battle Chess, Populous, Sim City and Their Finest Hour, the incredibly realistic Battle of Britain simulation.

Then, in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the Amiga 500, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

Commodore
DESIGN
HOME
EDUCATION
LEISURE
BUSINESS

The Commodore Amiga 1500 – £1149.99

"Now, let's see if I can . . ."

This year, look out for our 'Class of the 90's – First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of

Class of the 90's
First Steps
Commodore
S·C·R·E·E·N·G·E·M·S

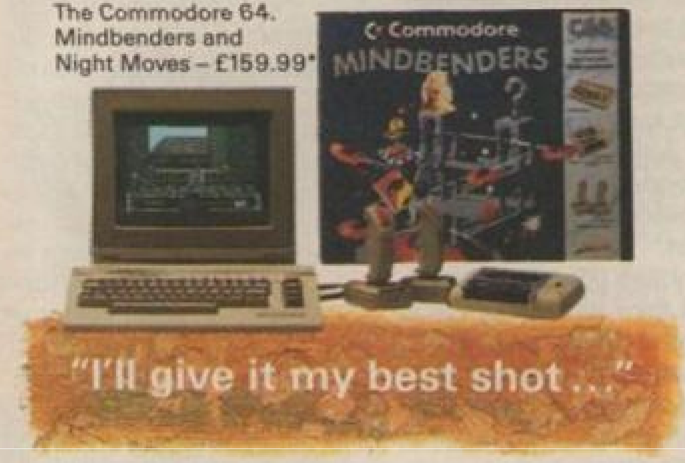
The Commodore Amiga 500.
Screen Gems – £399.99*
First Steps – £599.99*

"Yes, I'm learning fast . . ."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.


The Commodore 64.
Mindbenders and
Night Moves – £159.99*

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose – having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.

The Commodore
64 Games
System – £99.99*

Commodore
FLIMBO'S
"I knew I could do it."

All prices are inclusive of VAT. *Monitor not included.

How much Commodore is there in you?

To find out, please complete your details and send them to Commodore, Freepost 38, London W1E 6PA.

Name ____________________

Address ____________________

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____________________ Postcode ____________________

Telephone ____________________

Commodore

12/CVG/A

Mail Bag
OZONE INCOMPATABLE !!
READ EM 'N' WEEP CREEP !!!
YOB!?
FSSSST!
HATE
BAD BREATH
WAR ZOMBIES
to C+VG

Here I am, back again to provide you with another month's worth of abuse, er, advice about the wonderful world of computer gaming. If you feel you have something to say on the subject you could do worse than put pen to paper and send it to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. A ton of software to the best letter.

AXING QUESTIONS

Dear YOB,
I own an Atari ST and I was wondering when Golden Axe was coming out, so could you tell me old bean? Also, I've read your jolly mag now for three and a half years and there has not been any game that has been given 100%. Do you know of any before I started reading, that you gave this rating to. If not, what kind would you give 100% to?
PS: My sister thinks that you are a gorgeous person and wants to go out with you!! Any thoughts?!
Gozzie, Dorking, Surrey.
YOB: Ooh, lots of thoughts actually. Golden Axe will be out on the ST in time for Christmas, old bean. As for 100% ratings, well... I don't think that there's ever been a game that was worth 100% because even if a game has a terrific concept, or plays really well it's always going to be limited by the constraints of the computer's hardware, so there's always going to be something (even something small) wrong with it. A 100% game would have to be perfect, and unsurpassable, and at the speed computer games are improving, there's no way that anyone could say "this game is perfect and will never be bettered in the future". That's what I think, anyway. If anybody else has got any opinions I'd be happy to hear about 'em. Well, maybe not happy as such, but send 'em in anyway.

MUSIC FOR PLEASURE

Dear YOB,
Whilst reading through the last issue of your magazine, I had a brainwave and rushed upstairs to put my plan into action. About an hour later I returned tired but undaunted, holding the cassette of my own devising as though it were precious metal. On it were all the tunes of my favourite Amiga games, beautifully blended to a sound even Beethoven would have been proud of.
Anyway, the point I'm making is that I think it's time that you did another audio tape for your readers and strapped it to the cover of the next C+VG. There are many good talents out there in the world of computerised music and it's time we gave them credit where it's due.
I'm sure that you'd agree that many bits of music are suitable for such an audio tape compilation, so you could even run a series on the cover of C+VG over a series of months. How about it?
S N Hardy, Sheffield.
YOB: Yeah - interesting idea, but I have to say that there's not that much computer game music that I'd actually listen to in my spare time. The only really good stuff I've heard are things like Software Creations' music, some of the old Rob Hubbard pieces (Delta and Kentilla for example) and Martin Galway's tunes (Miami Vice was his best, I reckon). Anybody else like to send in a top ten of their favourites?

MEGADRIVE TURTLES?

Dear YOB,
I was wondering if you can answer me one question. you know the Teenage Mutant Ninja Turtles on the Amiga and Nintendo? I was wondering if they will make one for the Megadrive. If they are going to make one will you let me know?
Anne Onymous, Somewhere.
YOB: Strangely enough, Anne, my sources tell me that a Megadrive Turtles game IS in the offing. And not only that, it'll actually be a conversion of the coin-op rather than the Nintendo/Amiga platform adventure. I've told the lads to keep you posted on that subject so keep watching the mag.

GRAFFITI BOLOGNESE

Dear YOB,

I have been buying your class mag for many years now and the only thing that really gets my wick in the whole magazine are the letters from A******s **(D'you think he means "Assholes?" - YOB)** like Complaining Colin who moan about the highscore tables saying that many scores are false. I must agree that some look improbable, but sooner or later someone knocks it off the table anyway. So who cares? Not I, not you, nor should any other person. My advice to moaners is to try harder. Every score can be beaten. Just because you can't better it, it doesn't mean it can't be done. So shuddup-a-ya-moanin', ok?

Let's end with a thought: Since graffiti is done for neither financial gain or for personal acclaim, then it must be the purest form of art.

Davey McCartney, Falkirk, Scotland.

YOB: If graffiti isn't done for personal acclaim, how come most of it consists of the artist's name sprayed in twelve foot-high letters? Hey - what am I saying? I must be getting law-abiding in my old age.

KONIX SCHMONIX

Dear YOB,

I own an Amiga and an ST, but I am thinking of buying a console. The console I want is a Konix Multisystem I read about in a back issue of C+VG. You said it was out in the shops, but it isn't. Could you please tell me when it is being released? Thank you.

Stephen Tyers, Bexley, Kent.

YOB: Deary-oh-me, have I got bad news for you, Steve. After various problems at Konix, it looks like the Multisystem will only be seeing the light of day if the sea turns to low-fat raspberry yoghurt, so I'd direct my spending power in the direction of a Megadrive or PC Engine if I were you.

LIMPING FISH LETTER

Yo! Grandmaster YOB!

Tell that dopey smurf Daniel Whyte, regarding his letter in issue 106, that if I was him I'd buy a canister of acid, and after he had brushed his teeth, to use the acid as a mouth wash!

A-a-anyway, I've got a brilliant poke for Jaz. If you have a game that you don't want, simply bring it to the zoo, find the piranha fish tank, then push your grandfather in. While everybody is watching the terrible struggle, slip the game into somebody's handbag. Right, moving along. I'm thinking of buying the Nintendo Turtle Pack. Is it worth the price (£99.00) over here?

Christian Taite (alias the limping fish from South Dakota), County Dublin, Eire.

YOB: A Turtle pack certainly is worth £99.00, but if I were you (and I thank God I'm not), I'd use the money to buy a Boots Home Lobotomy Kit. It's kill or cure, but in your case, either option would probably save us all a lot of trouble.

HARDER! HARDER!

Dear Sirs,

Thunderforce III, done it, easy, nothing to it, finito, over, THE END. Come on Sega, give us a hard game! Well done Virgin! They have released the British Megadrive and it only takes British cartridges. Who is going to buy one when you can get a cheaper Japanese model that will run British/Japanese and American software? Heard of a game called Axis?

Richard Follett, Petersfield, Hampshire.

YOB: Yep. Next letter, please.

HILARIOUS FILM PARODY BIT

Dear YOB,

You mean mutha, now I know you've heard of Total Recall but you have not heard of Total Retard or Roboflop II. Well, Total Retard versus Roboflop II is so hard, I'll have to tell you. There are six levels. You can be Total Retard or Roboflop 2. This is if you are Retard.

1. Retard sent to Uranus to find Roboflop. You have to kill 100 floppy guards (they guard Roboflop).
2. Have a fight on the Starship Floppyprise and kill the Teenage Wellhard Floppy Ninjas.
3. Roboflop and his floppy-guards take over the Nakatommy Corpy building. They have 32 hostages. Kill 'em all (even the hostages).
4. Face to face fight with Roboflop.
5. Total Retard becomes a Hero Turtle. So it goes Michelangelo, Raphael, Donatello, Leonardo and now, Retardo.

Chris Williams, Liverpool.

YOB: Sorry, everyone. I just can't think of a good reply for this letter. If any of you can come up with one, send it to me and I'll do something with it.

CHILD-BEATING SHOCKER!

Dear YOB,

Me and my brother are thinking of getting a Megadrive. The problem is that my brother won't let me tell my Mum and Dad, and he always hits me if I tell. And my Dad still adores a Spectrum and he might not let me so can you show him in the utterly cool best magazine called C+VG.

PS: Don't publish I told my Mum.

Christopher Bulger, London.

YOB: Oops! Sorry Christopher. I didn't read your PS until too late, so now everybody's going to know, and your brother's going to give you a good thumping. Ooh dear.

MEGADRIVE VS AMSTRAD

Dear YOB,

Colin Tracey's letter in the September issue of C+VG was complete trash. If anything, C+VG has improved by leaps and bounds over the past year or so. I prefer less text in reviews, just a basic outline about the game will do. The screenshots are brill with loads always on each review.

Is the Sega Megadrive technically superior to the GX 4000 (the new Amstrad console) as I am considering buying one of these machines (they're about the only new consoles available in the UK at the moment!).

I would like to say how fab the Complete Guide to Consoles books are. I have volumes II and III and they're worth every penny!

Trevor See, Hampshire.

YOB: Technically, the Megadrive is the best of the two, but of course, it's a bit more expensive. Still if you've got the money to spend, that's the one to go for at the moment.

HERE COMES THE BRIDE

Dear YOB,

Will you marry me?

Love and kisses

Andrea, Westhoughton, Lancashire.

YOB: That depends. How much money have you got on you?

DOES AMIGA BEAT SCHOFIELD AND GREENE?

Dear YOB,

I was wondering if you could sort out a debate myself and a "friend" have. I own an Amiga and my friend has an ST. SO, with these computers being rivals of each other, he often goes on about how superior the presentation capabilities of the ST are to those of the Amiga.

Could you please silence my "friend" or myself by telling us which computer is better equipped for the presentation side of things.

S Lacey, Cambridge.

YOB: What do you mean

SPO 4D RTS

BOXING

" 4D Sports Boxing is absolutely brilliant...the boxers move pretty much like their real-life counterparts ...Here goes. Oooooooof! (Crunch)." ZERO HERO 90%

" ...This is the best game I have ever played..." -Don Mattrick, President of Distinctive Software Inc

"Seconds out...Round One! The crowd leap to their feet as the fighters rain down on each other...was that a stumble? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight"

"4D Sports Boxing is simply one of the best sports simulations around...Superb." -The One 90%

DSI

Do you want to box in the Fourth Dimension?

Mindscape and award winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real. Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of up to ten of your own boxers. You dictate how tall, how heavy and how strong they are. Next you train them and build them up into lean, powerful fighting machines - then it's time to enter them into their first fight.

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IBM PC & Compatibles: CGA, EGA, VGA/MCGA or Tandy graphics. Roland or Adlib sound cards or choose amazing digital sound with no extra hardware required!

Keyboard, Mouse or Joystick £29.99
Amiga & Atari ST available January 1991 £24.99

Mail Bag
OZONE INCOMPATABLE !!
READ EM 'N' WEEP CREEP !!!
YOB!?
BAD BREATH
PSSSST!
HATE
WAR ZOMBIES

"the presentation side of things"? The Amiga has better graphics and sound than the ST, but whether or not either of them could do a better job of presenting Going Live than Philip Schofield and Sarah Greene is debatable. Isn't it?

IMPERTINENT QUESTIONS

Yo Bro' **(He's not really my brother - YOB)**

How's it going? I want to start off by saying that if you don't print my letter I will send you a tape recorder that won't stop playing a Barry Manilow tape. I will also zoom down in my Granny's Ferrari and make you play my crappy Spectrum 48K with silly rubber keys. HOW'S THAT?

Now, I'll get on with my letter. I own, as you might have guessed, a guff computer called a Spectrum 48K. I'm getting rid of this piece of bum fluff and going to purchase a mega cool, mega great, Megadrive! Here are my fabulous questions:

1. Do you like Lasagne?
2. Have you got BO?
3. Are your pillows red?
4. What colour is your wallpaper?
5. What is the best game on the Megadrive?

I would like to leave you with this message. If you don't answer my questions, my best friend DD and I will come down with a gang of thugs including my big brother Arnold Schwarzenegger to beat you up.

MC Scott Wilmot (Ah-Yeahhh!), Greenrigg, Scotland.

MC YOB: Hmm. Another outpatient. Oh, well, here goes.

1. No. And so what if I don't?

2. No, but I've got Diddley.

3. No. There more a sort of dirty yellow colour, actually.

4. Come to think of it, that's a sort of dirty yellow colour too. Someone remind me to give my brother-in-law, Trevor, a ring before the end of the Mailbag. He's a painter and decorator. He's bound to give me a good deal.

5. Megadrive games are all rubbish. Hee hee! Only joking! (what a zany japester you are, YOB - Ed) Super Monaco GP's my favourite at the mo'.

DISSATISFIED CUSTOMER

Dear YOB,

Around five months ago I bought my pride and joy - an Amiga 500 from a well-known High Street store. From what seems like years ago (five weeks to be exact) I sent it back since it had a minor problem of crashing on certain games. When I returned the computer, the silly girl behind the counter said it would take two to three weeks max. After this limit had elapsed I began a series of 'phone calls only to find on each occasion the date of re-entry into my loving arms was getting longer by two weeks each time.

After four weeks, I returned to the shop in person to get a straight answer from the obviously incompetent staff. Finally I'm told that it will take six to eight weeks for repair since Commodore will not let the store carry out repairs and the Amiga has to be sent to the Outer Mongolian Commodore branch.

Whilst in the shop, I met another understandably distraught Amiga owner which made me wonder if any other casualties of ignorance are out there and if so, shouldn't they be told?

Mr Quite Angry Indeed Missus!

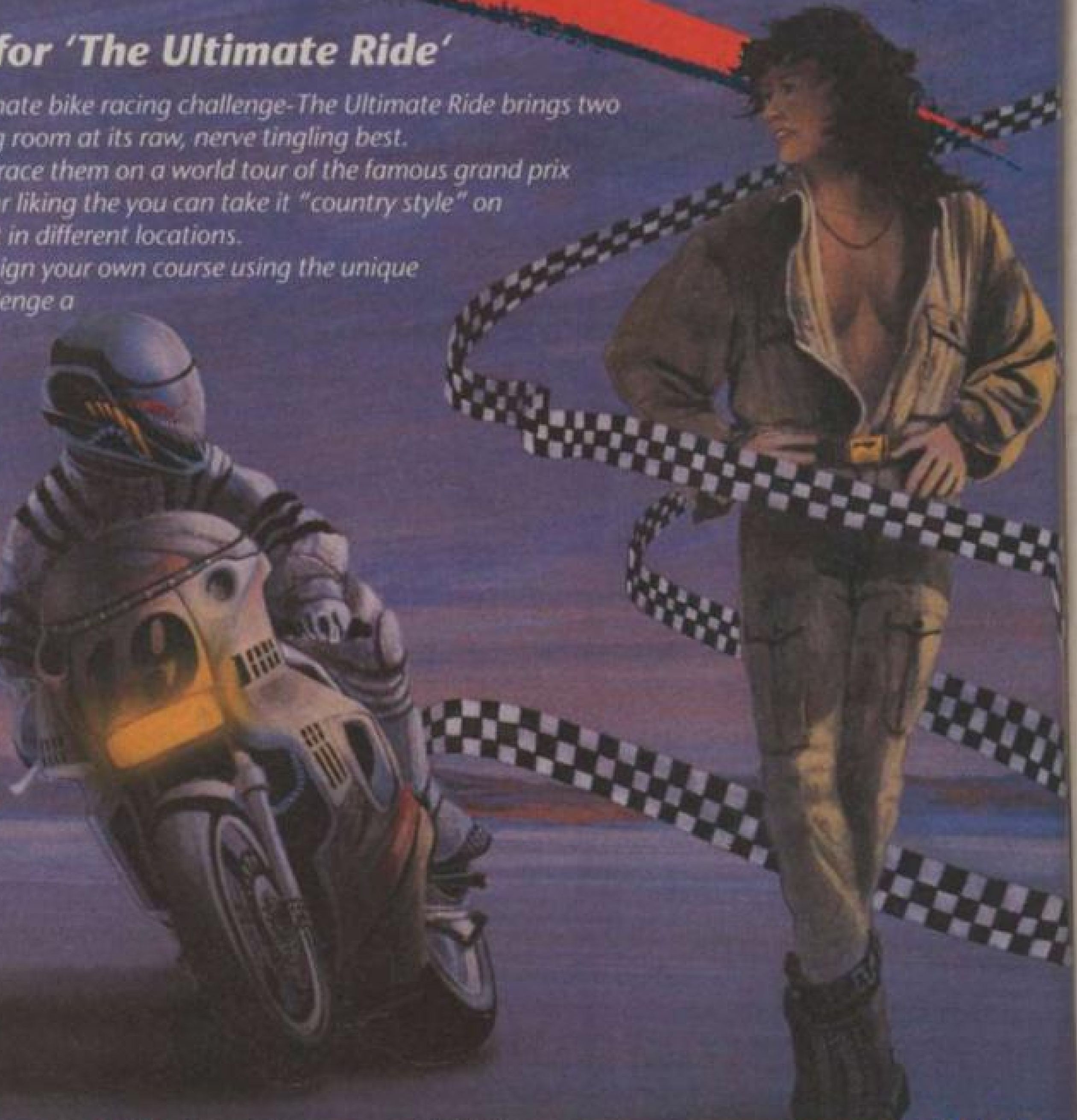
YOB: Well, Mr Missus, what can I say, except "tough luck". Unfortunately, in a physical mode of existence, there are always physical constraints placed on the solution of problems, especially in High Street shops, so things can and do go wrong occasionally. One thing you should NOT do in these situations is to start beating the assistants around the upper body with an aluminium baseball bat, because this constitutes Grievous Bodily Harm. You're much less likely to go to prison if you just do what I do and try to think positively. Use the time you're without your Amiga to broaden your horizons and take up a new hobby like underwater basket-weaving. Or something. Just as long as it's not any more letter-writing I don't mind.

MAJOR MONDO BUMMERSVILLE, DUDE

Dear YOB,

Cowabunga Dude! Greetings from Aussie Land. Turtles has kicked up quite a bit around here. Some people reckon it's stupid and catchy. Major bummer, eh? A while ago, a kid was wandering in the sewers of Melbourne and got lost! When they found him, he said he was looking for the Teenage Mutant Ninja Turtles, mondo notion.

THE ULTIMATE Ride



Open up the throttle for 'The Ultimate Ride'

Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

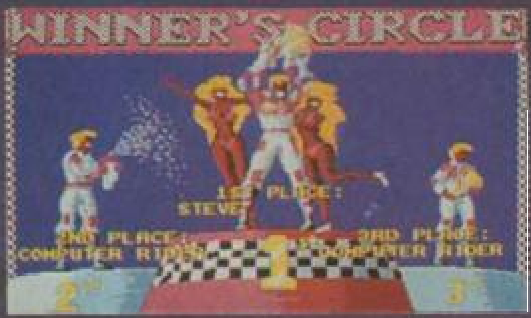
The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favourite track and bike.

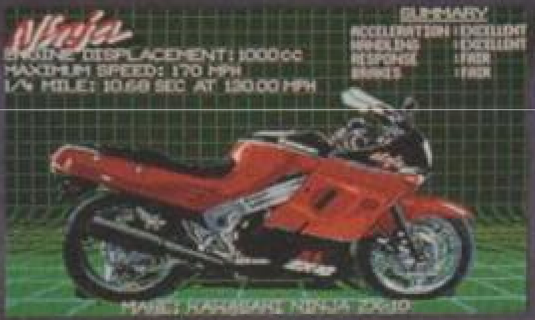
The Ultimate Ride combines ultra fast road racing graphics with unequalled presentation and animation- This is a real interactive racing movie.

Can you take the power?

MINDSCAPE

Actual screen shots

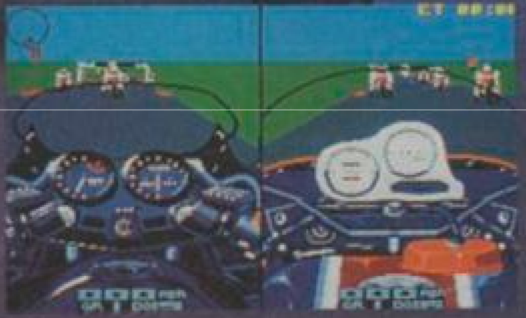




Ninja
ENGINE DISPLACEMENT: 1000cc
MAXIMUM SPEED: 170 MPH
1/4 MILE: 10.68 SEC AT 130.00 MPH

SUMMARY
ACCELERATION : EXCELLENT
HANDLING : EXCELLENT
RESPONSE : FAIR
BRAKES : FAIR

MAKE: KAWASAKI NINJA ZX-10



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Mail Bag
OZONE INCOMPATABLE!!
READ EM 'N' WEEP CREEP!!!
YOB!?
BAD BREATH
FSSSST!
HATE
WAR ZOMBIES

Now some parents think it is bad influence on them. Come on now, little kids don't jump off building to catch Astro Boy's attention, or be a total menace to catch Dennis. Hope you don't believe this sort of crapella.

Nick Van Heesuyk, Australia.

YOB, THE VOICE OF REASON: Fortunately there are very few divvies out there who get a bit carried away when it comes to playing at Batman or whatever, but they're the ones "The Media" usually track down when they want to create some kind of sensational story and convince the public that computer games/Heavy Metal records/Mint-Choc Chip ice cream rot kids' minds and are a greater threat to the future of humanity than the A-Bomb. We'd all be a lot happier if people weren't led to believe this sort of crapella.

PRICEY MOUSE

Dear Ed,

What would you do if you had a son who took your Amiga mouse to bits just to see what made it work? Now I cannot play the few games I have, even the splendid Manchester United, because like most games they are mouse driven. I was told at a computer shop in Blackpool that the cost for a replacement would be £25 and across the road they asked for £35. I'm sure they are both overpriced.

James Ayrey, Blackpool.

YOB: Well, Jimmy-ducks, though, the Amiga mouse just looks like a ball in a cream plastic box with two buttons on it, there's actually a fair bit of electronic gadgetry inside it. So really you're expecting a lot if you want one for less than about £25. Take some money out of your son's Family Allowance or something. That'll teach him.

IMBECILE OF THE MONTH

Dear YOB,

When reading last month's brilliant issue, I came across a an article entitled PC not PC (page 9). Could you please answer these two questions about it.

1. When you said that it will be available in the next quarter of next year, did you mean the Turbo Grafx 16, or the Turbo Express?

2. Will the Turbo Grafx 16 be compatible with the foreign import games for the PC Engine games currently available.

PS: I know this is one of those boring question letters which you don't like, but I'm writing it on behalf of the undead Jason Voorhees (star of Friday 13th films) and when he asks questions he likes answers. In fact he's coming to my house for tea, tomorrow. Honest! he's my friend! Eek! Gibber gibber goldfish, bomb, gib! Apple pie! Gibber! I must go some strange men are coming towards me with a white jacket!!

"Come along with us Craig and put this jacket on. We are going to take you back to your lovely padded cell. You'd like that wouldn't you?"

"You can't take me away. I'm not crazy, I'm a merman and I live in the underwater valley of Zubar, honest..."

Craig Minkley, Nottingham.

YOB: Oh dear, Craig. You started off so well, and then it all went wrong didn't it? Never mind, I'm basically a charitable sort of bloke, so I'll try to answer your questions extremely sanely.

1. It was the Turbo Express that Digital Entertainment hope to have out by next spring.

2. Who can say, at this time? Seems possible though.

Sorry, I didn't do too well with that second question, but I have problems of my own y'know?

TOKEN SMARTASS

Dear Yob,

Your Dragon Breed review (Nov edition) does not tally! Graphics 93%, Sound 86%, Value 89%, Playability 92%, OVERALL 90%!

To get the average of four scores you just add them together and divide by four. So go back to school or get a better calculator!

Dominic Flatt, Woodbridge, Suffolk

YOB: You prat! The Overall mark isn't an average of the other marks! As the name suggests, it's a standalone mark to tell you how good the game is overall.

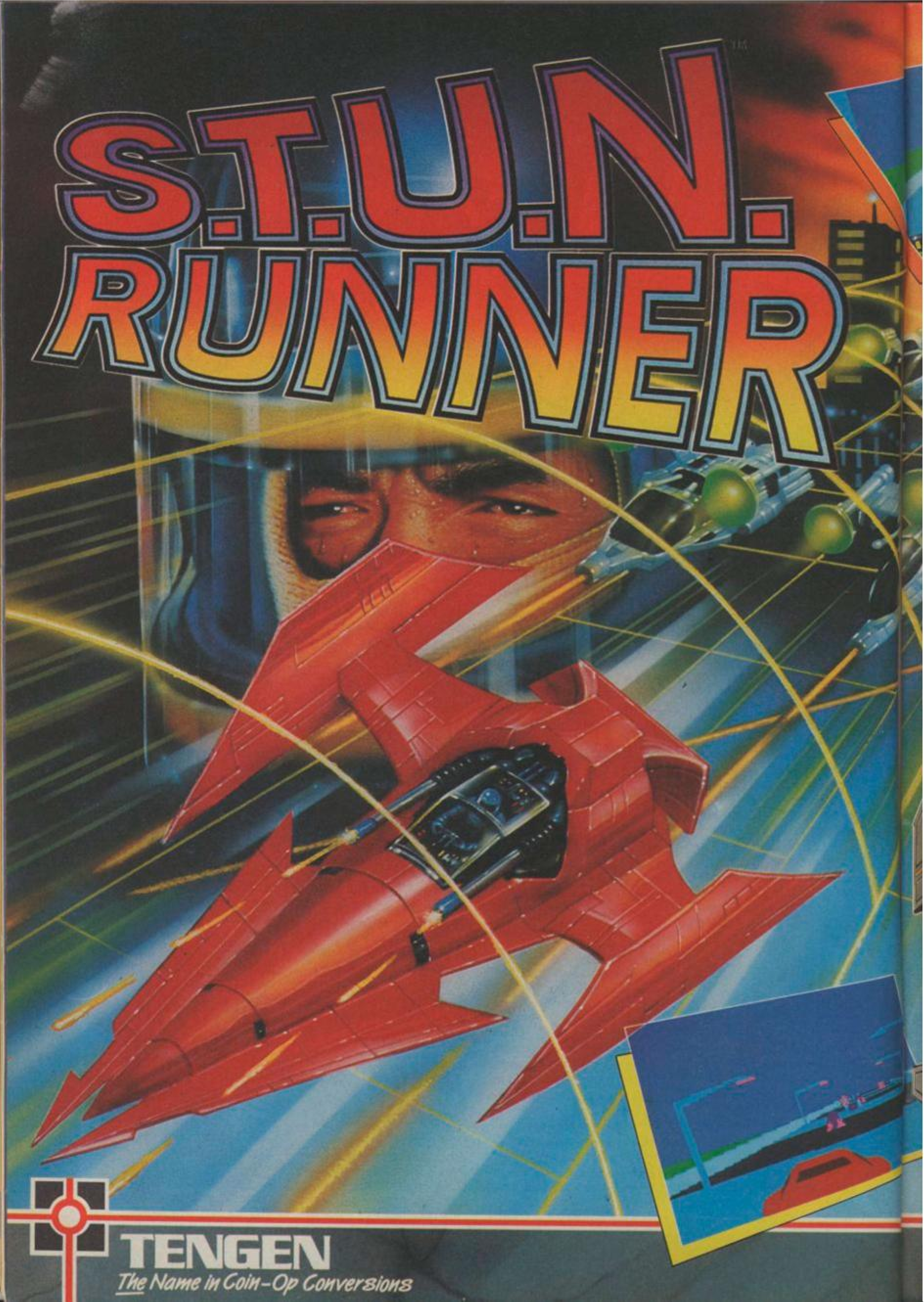
HANDY DIY REMINDER

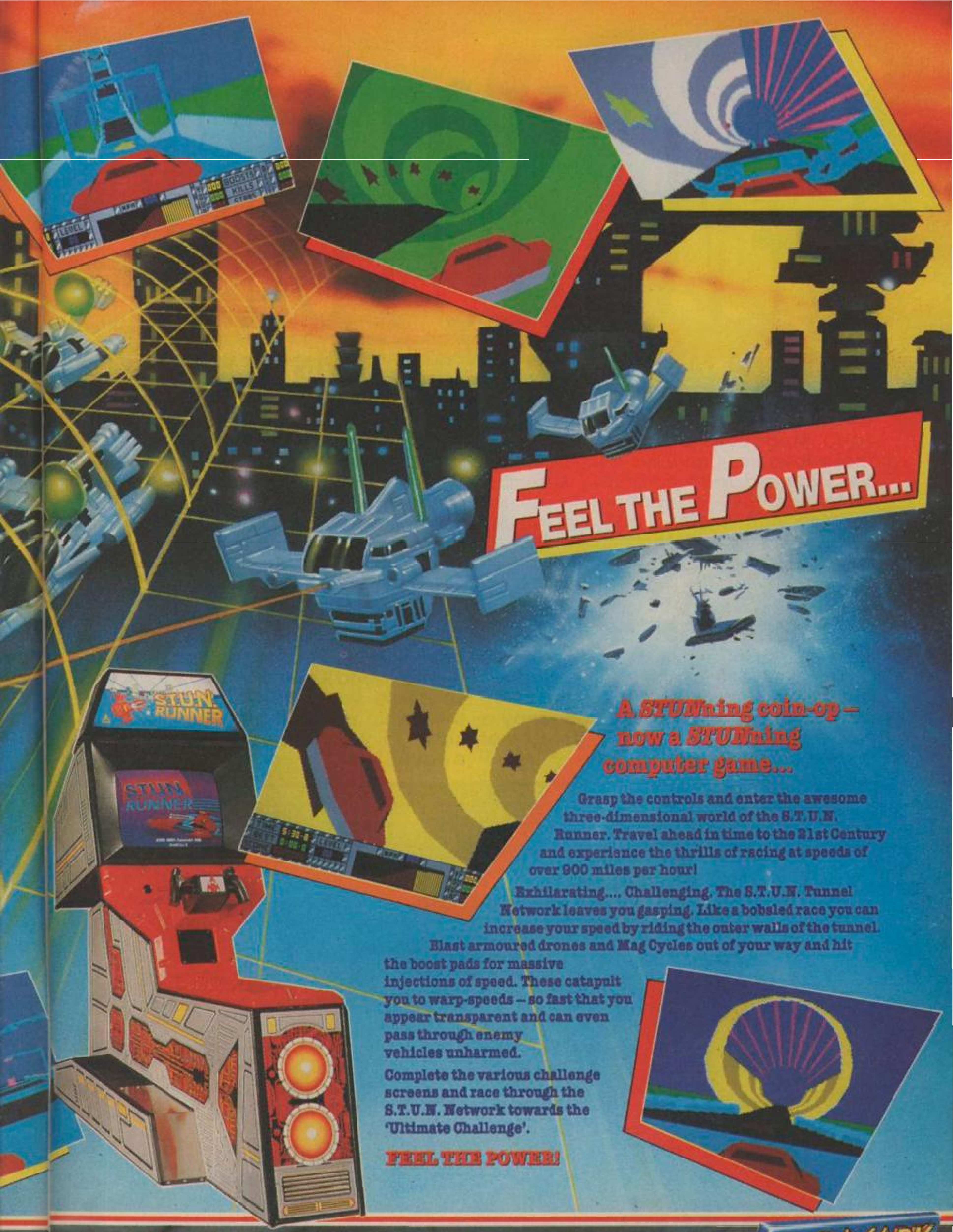
Dear YOB,

I enjoy reading your magazine, but I feel I must remind you to give your brother-in-law, Trevor, a ring about the decorating. He's bound to give you a good deal.

Nigel Completely-Madeup.

YOB: Thanks Nige. Pass us the 'phone, someone.


S.T.U.N. RUNNER™
TENGEN
The Name in Coin-Op Conversions



A *STUN*ning coin-op – now a *STUN*ning computer game...

Grasp the controls and enter the awesome three-dimensional world of the S.T.U.N. Runner. Travel ahead in time to the 21st Century and experience the thrills of racing at speeds of over 900 miles per hour!

Exhilarating.... Challenging. The S.T.U.N. Tunnel Network leaves you gasping. Like a bobsled race you can increase your speed by riding the outer walls of the tunnel. Blast armoured drones and Mag Cycles out of your way and hit the boost pads for massive injections of speed. These catapult you to warp-speeds – so fast that you appear transparent and can even pass through enemy vehicles unharmed.

Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

FEEL THE POWER!

Available on: IBM PC 3.5" & 5.25" Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin
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IBM PC (EGA) Screenshots

DOMARK

C+VG HOTLINES

WIN A MEGADRIVE
0898 334 150

Crikey doodle dandy! Not yet another Sega Megadrive being dished out by those lovable, generous folks at C+VG! Yes, you did read correctly! Grab that telephone and let your fingers do the walking and it could be you walking away with a groovy Megadrive and a free copy of Strider!

WIN A PC ENGINE
0898 555 539

Bless all ten of my little toes! If the PC Engine isn't one of the hottest gaming wonders ever to hit the face of the Earth, then I'll hit my codpiece! If you fancy a piece of the arcade action, get to that 'phone and dial away - NOW!

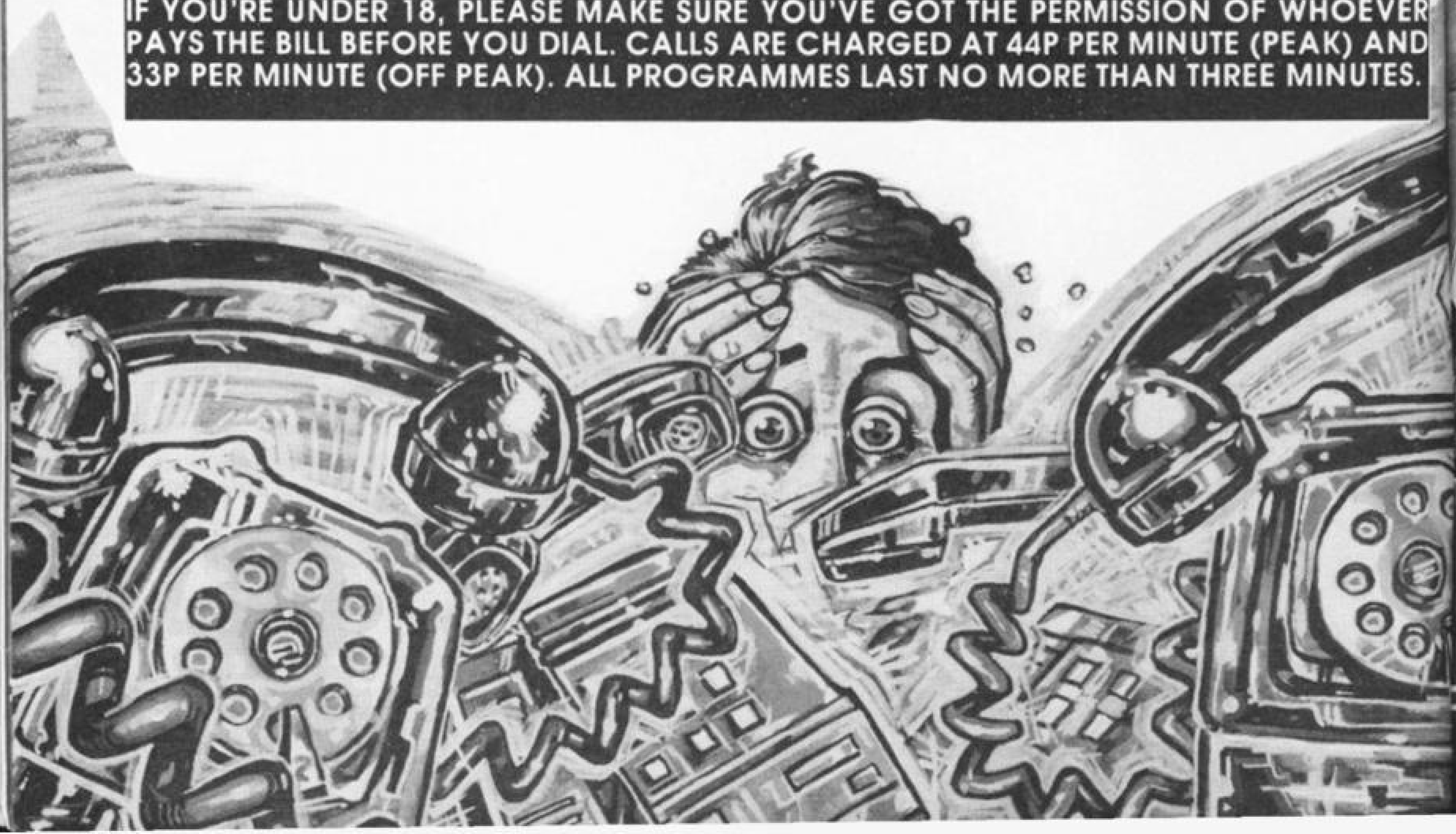
WIN A LYNX
0898 555 537

Arooga! What a cracking little console the Lynx truly is! If you fancy being the proud owner of this brill little machine and warm easily to handheld frolics (cor!) then waste no more time. The answer to all your prayers is waiting for you on the other end of this 'phone line!

WIN A GAMEBOY
0898 555 538

All the C+VG and MEAN MACHINES crew own one of these cracking Nintendo numbers and if you play your cards right, so could you! The path to Gameboy ownership couldn't be easier. Make all haste to your nearest 'phone and dial away!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.



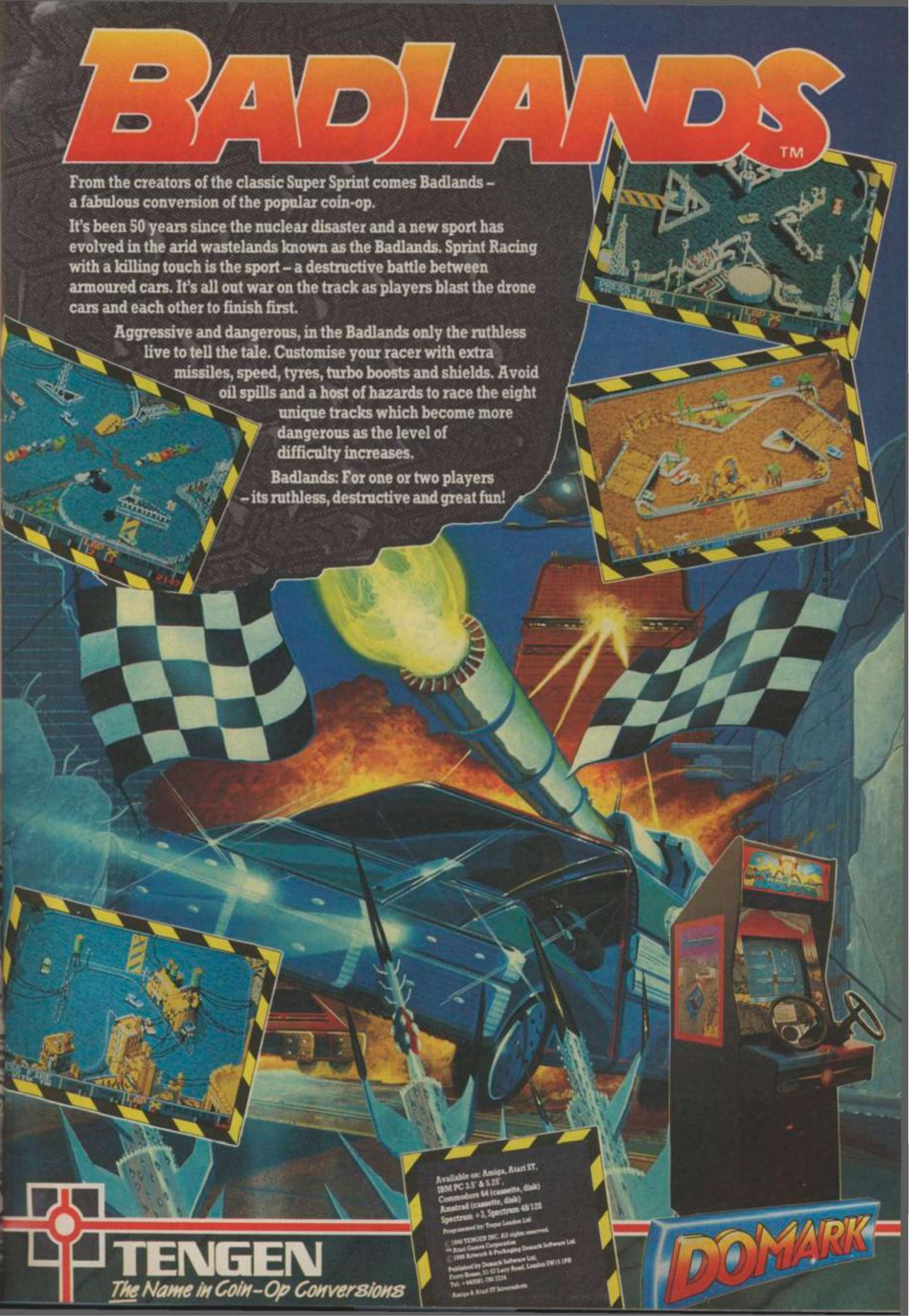
BADLANDS™

From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.

It's been 50 years since the nuclear disaster and a new sport has evolved in the arid wastelands known as the Badlands. Sprint Racing with a killing touch is the sport – a destructive battle between armoured cars. It's all out war on the track as players blast the drone cars and each other to finish first.

Aggressive and dangerous, in the Badlands only the ruthless live to tell the tale. Customise your racer with extra missiles, speed, tyres, turbo boosts and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.

Badlands: For one or two players – its ruthless, destructive and great fun!



Available on: Amiga, Atari ST,
IBM PC 3.5" & 5.25",
Commodore 64 (cassette, disk)
Amstrad (cassette, disk)
Spectrum +3, Spectrum 48/128
Programmed by: Teque London Ltd

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Amiga & Atari ST Screenshots

TENGEN
The Name in Coin-Op Conversions

DOMARK

A NEW DI
SOCCER SM

Amiga Screen Shots

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
- **1 to 4 players option. (Amiga and ST only)**
- **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
- **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
- **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
- **9 types of corner kicks with full control of shot power. Long and short throw ins.**
- **Team selection from a squad of 16 with substitution and a choice of tactics.**
- **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
- **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
- **Facility to load Player Manager teams and tactics for a single or league game.**
- **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

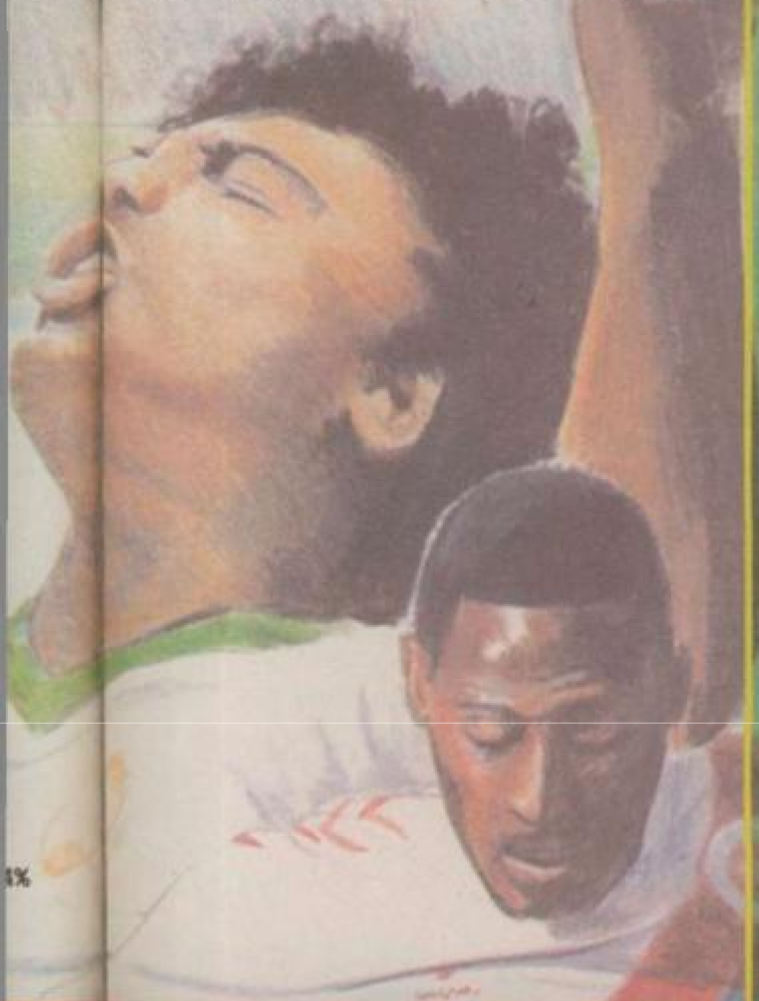
- **Unique facility to design and implement your own tactics.**
- **Over 1000 individual players, each with a unique combination of attributes and skills.**
- **A lively transfer market. Haggle for the best deal.**
- **4 division league and a cup tournament with sudden death penalty shoot out.**

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation. Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

IMENSION IN
SIMULATIONS



THE FINAL WHISTLE
Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

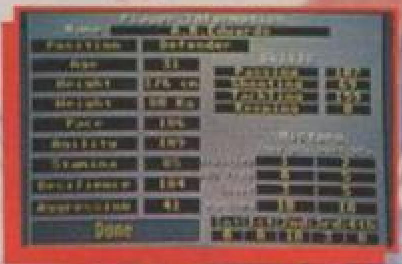
Linesmen and referee on the pitch.

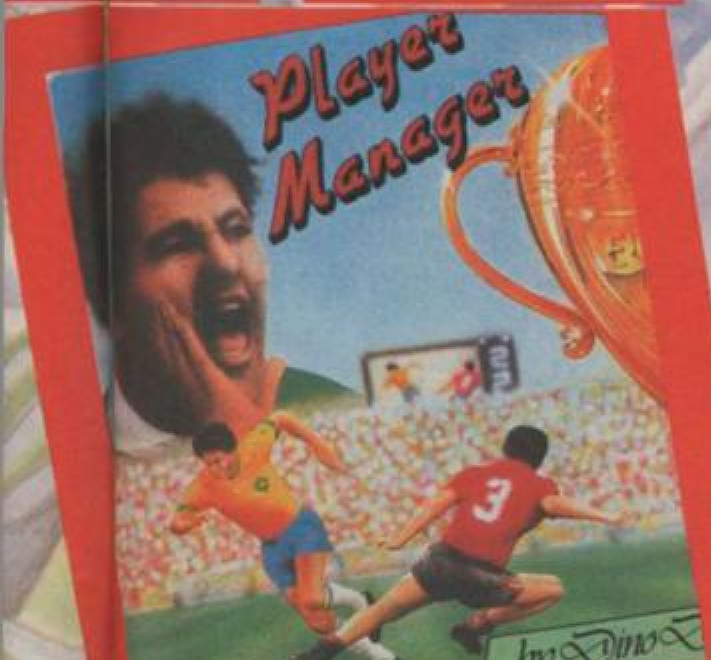
A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.
RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.
GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.





KICK OFF 2
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FINAL WHISTLE

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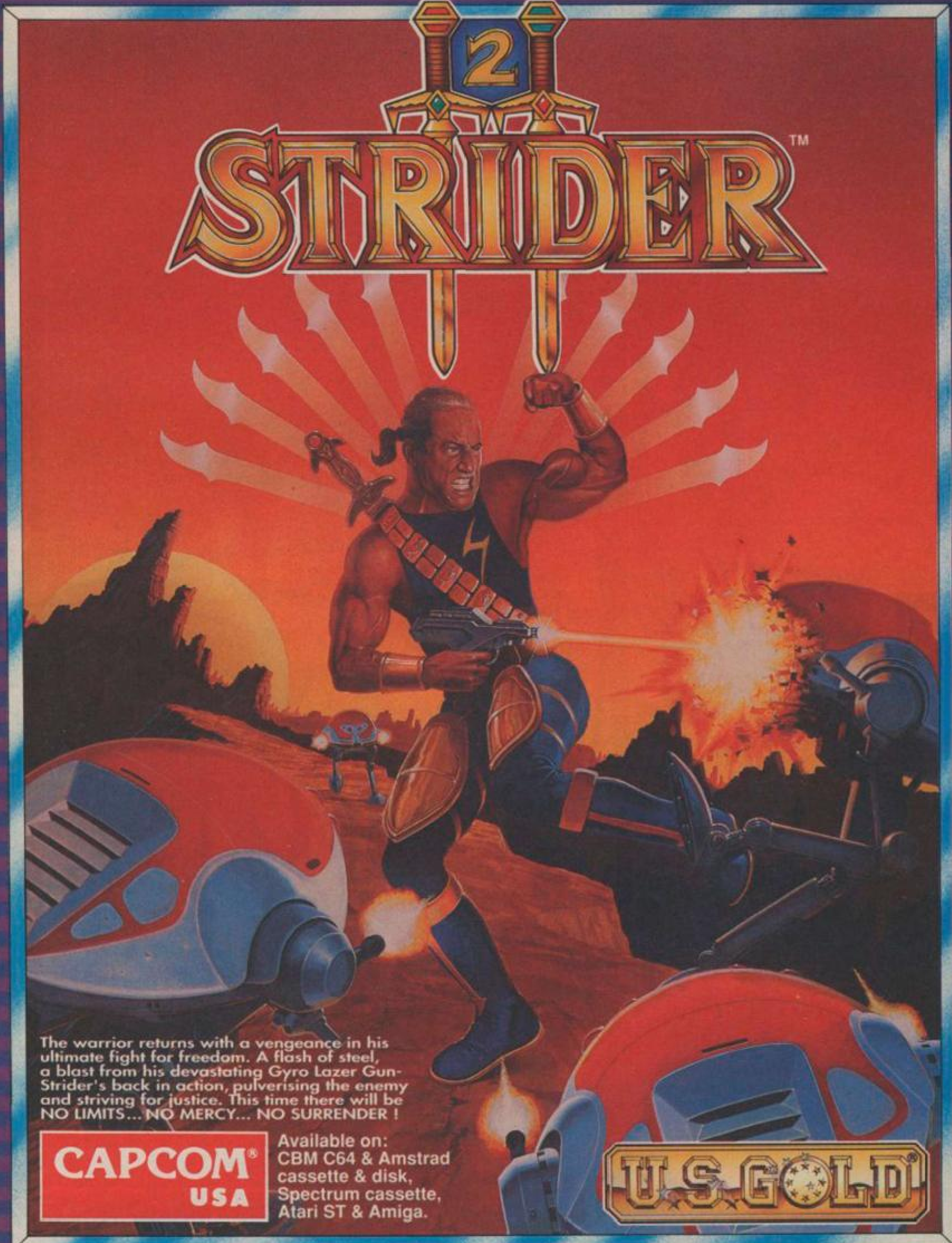
NO LIMITS ... NO MERCY ... NO SURRENDER!



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PLAYMASTERS

Hi gang! Here's another sizzling sack of totally triffic tips and choice cheats, featuring not only the complete solution to US Gold's fabbo Mean Streets, but tips for Megadrive Ghostbusters, and (fanfare) a massive players guide to the brilliant Paradroid 90 provided by the programmers at Graftgold! If you've got a map, cheat, tip or POKE, and want the chance to win a stack of software, then send it in to PLAYMASTERS, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You never know, you might be on the receiving end of £150's worth of hot games!

AMIGA

MEAN STREETS

Jamie Cummings of Scarborough certainly hasn't been wasting any time, because he's faxed us the entire solution for US Gold's future mystery! Jamie says it's only for people who are really stuck, as he doesn't want to spoil the game for everyone. Thoughtful, eh? By the way, it should also work for all other versions of the game.

You start the game investigating Carl Linsky's death, but will need to collect certain items in order to complete the game.

ORANGE PASSCARD

(Cal Davis) - Password Checkmate NC:3720 Found in the Huge Ape's cage. You will need the pole from Greg Call's lab, NC:8911. SECURITY: Move rat cages, open the control box, and turn the off switch.

PURPLE PASSCARD

(Greg Call) - Password Knight NC:8911 This is on the shelf behind the stalagmite, in the bottom-right hand corner of the screen. To get it, you will need the thick leather gloves found in the sink cabinet in Bosworth Clarke's lab, NC:9932. SECURITY: Move small stalagmite. Use on/off switch.

BLUE PASSCARD

(Carl Linksy) - Password Bishop NC:4675 This is in Linksy's Lab/Warehouse, in the can of Band Aids in the wall-mounted cabinet. SECURITY: None.

RED PASSCARD

(Ron Morgan) - Password Stalemate NC:6470 This can be found in the tank of Killer Fish! To get it you need to bait the fish with the fish food, from behind the plant in the upper-left corner of the room. SECURITY: On the coffee table, press the 3rd button on the console.

GREEN PASSCARD

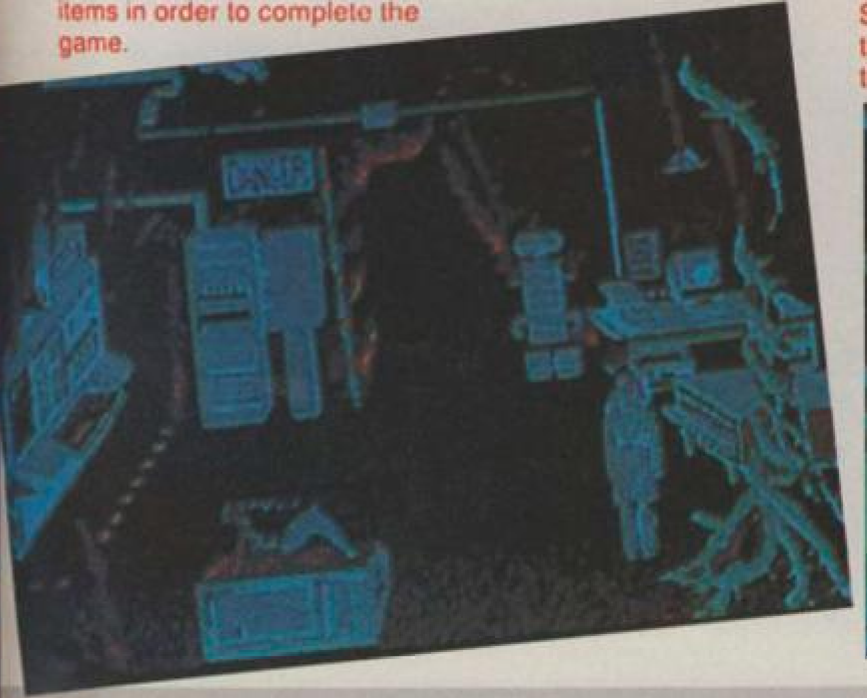
(John Klaus) - Password Pawn NC:7012 Simple, this - just go up to him and ask for it! SECURITY: None.

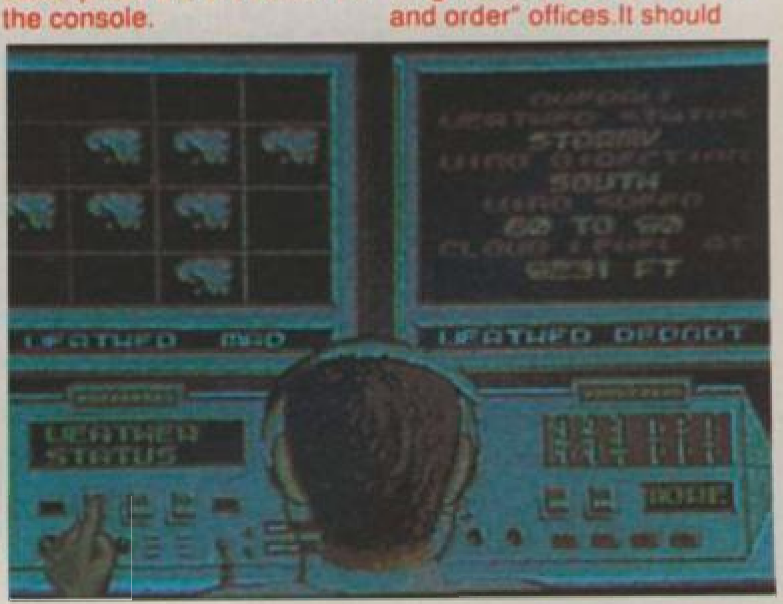
YELLOW PASSCARD

(Sam Jones) - Password Queen NC:0021 Ask him for it, but you may have to beat it out of him (ha!). SECURITY: None.

GREY PASSCARD

(Larry Hammond) - Password King NC:5037 Go to the "law and order" offices.It should





be in the safe, and the combination is in the cabinet. To open the cabinet, go to the workstation, and press the button. SECURITY: In the cabinet, on the shelf, turn the switch OFF.

BLACK PASSCARD

(Bosworth Clarke) - Password Rock NC:5194 This can be found in the Bus Station, but you will need the key from Big Jim Slade's briefcase in Lola Lovetoy/Frank Schimmings' apartment, NC:4605. SECURITY: Behind the art, there's an ON/OFF switch.
Once all the cards are yours, go to the not-so-secret lab at NC:4550. When you get there you will be beaten up by several Law and Order thugs (loadsa fun), and meet a silhouette of Mr. Big! To get out the cell you get thrown into, go to the pile of boxes, move them and get the key. Go to the table, and get the sheet. Go to the panel in the middle-right of the room, open it and take the gas mask. Go down to the control panel, turn on the switch and sprint to the door. When the robot comes in, leave. After a shoot-out, you will come to the main room, where you've got to enter all the passwords in 60 seconds. If you do it, you will see a picture of someone (Jamie's not letting on who!), who says, "Stop Murphy, join me!", or something like that. Don't, or you get annihilated by four massive laser cannons! If you manage to stay alive, sit back and watch what Jamie calls a "Spielberg-ish" ending!

TURRICAN

Martin Stork of Bradford says that if you type **BLUESMOBIL** on the high score table, you'll get a whopping 99 lives, 500 smart bombs, and a whole stack of other add-ons! Thanks, Martin!

0000
CREDITS

ST

VENUS THE FLYTRAP

Stuart Looker from Chelmsford has been grafting away, and come up with the passwords for the first five levels of Gremlin's bug-blaster!

LEVEL 1 - No password
LEVEL 2 - Mantids
LEVEL 3 - Cicadas
LEVEL 4 - Psyllids
LEVEL 5 - Pierids

AMSTRAD

ITALY 1990

Paul Andrews from Cleckheaton says that if you press function key 6 whilst playing US Gold's so-so footy game, the ref'll blow his whistle, and the game'll move straight to the penalty shoot-out! 'Ere we go, 'ere we go...

JUNGLE WARFARE

Press **SHIFT** and **P** to pause the game, then press **A, S, Z, X, C, U, J, M,** and **SHIFT** and **CURSOR DOWN** simultaneously (methinks you'll probably need a mate to give you a hand!), you will return to the game with infinite lives! Thanks again to Paul Andrews of Cleckenheaton for that one.

BATMAN THE MOVIE

Simple, this one. Hold down the keys **E, D, 2, 0** and **9** to skip a level! Cheers to Neil Guss of Gateshead for that!

C64

SHADOW WARRIORS

Casey Quinlan from Calcot in Reading's obviously a beat 'em up fiend, and has sent this little POKElet for Ocean's nifty coin-op conversion. Simply reset the machine, type POKE 35002, 173, then SYS 4409. You'll now have infinite lives at your fingertips!

KLAX

Casey's also sent in this POKE for Domark's ripper Tengen conversions. Hit the button on your reset switch, then type **POKE 27686, 173** followed by **RETURN**, then **SYS 2079 (RETURN)** for infinite credits.

PC

SIM CITY

We printed this one for the Amiga version of Sim City a while back, but Anthony Bull from Wellington in New Zealand says that the same tip works for the PC version too. All you have to do is type in **FUND** (make sure the Caps Lock key is on!), you'll get a hefty ten thousand dollars! Could do with some of that, meself!

NINTENDO

SUPER MARIO BROS 3

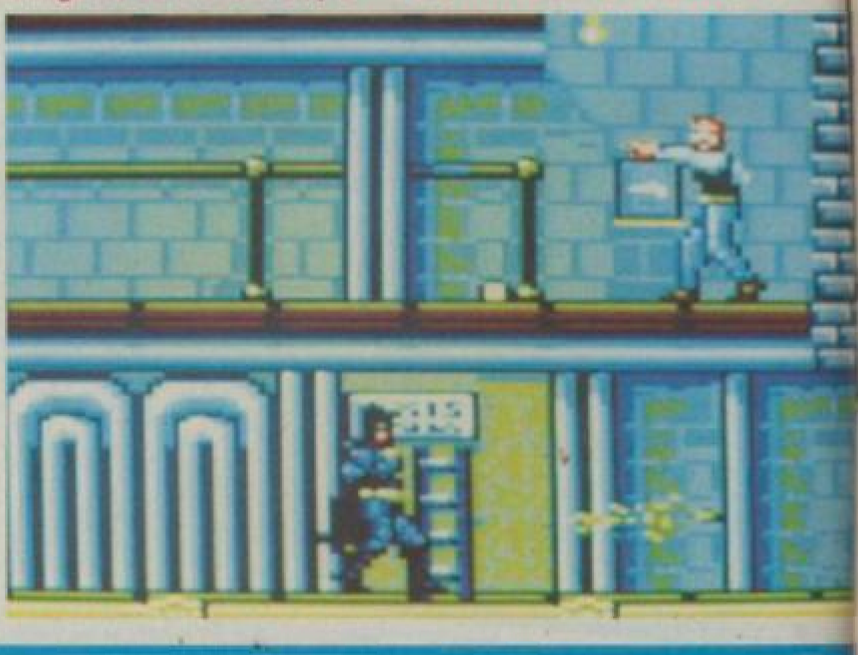
Cor, 'eck! An anonymous tipster's certainly jumped the gun - this amazing game isn't due out until Christmas (boo!). Anyway, for those of you who've bought the game on import, there's a warpzone at the end of world 2. First, get the hammer by smashing the brick on the top right-hand corner of the second half of the map. Grab the flute by killing the fiery turtles, and use it. A tornado will appear, and whisk you off to either worlds 5,6 or 7!

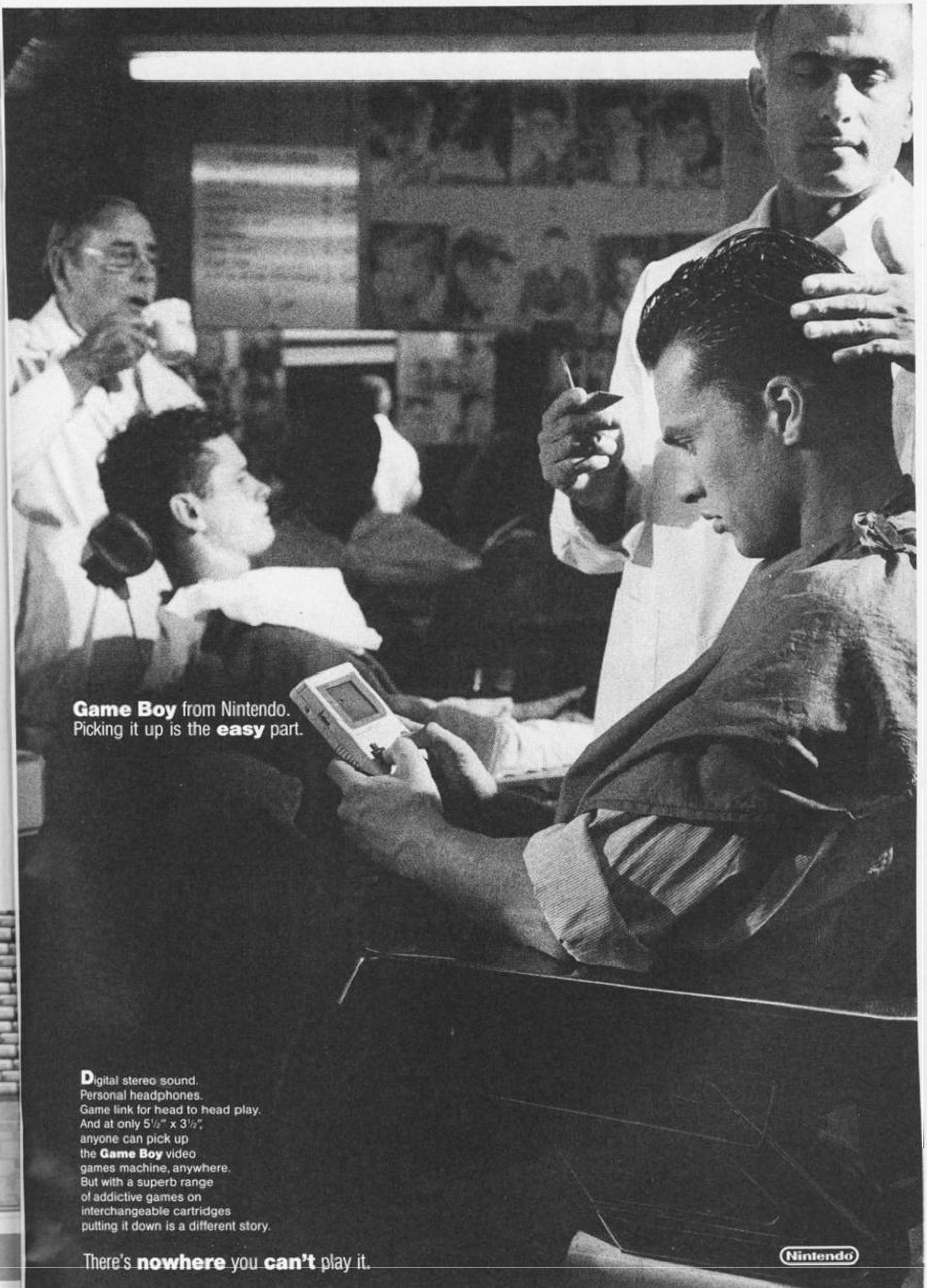
MEGA DRIVE

GHOST BUSTERS

Who ya gonna call? Well, Simon Jennings of Hereford's got a few ideas about Sega's jolly spectral shooter!

CONTINUED ON PAGE 45...

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There's **nowhere** you **can't** play it.
Nintendo

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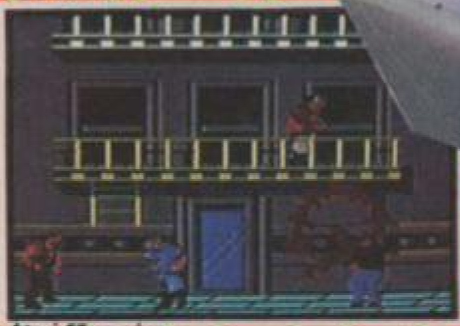
Game link for head to head play.
And at only 5½" x 3½",
anyone can pick up
the **Game Boy** video
games machine, anywhere.
But with a superb range
of addictive games on
interchangeable cartridges
putting it down is a different story.

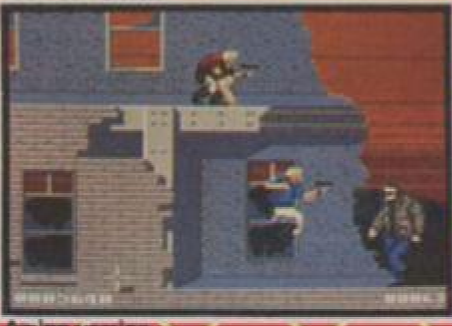
AT CURRYS ● DEBENHAMS ● DIXONS ● HAMLEYS ● HARRODS ● INDEX ● RUMBELOWS ● TOYS R US ● SELFRIDGES ● VIRGIN ● WOOLWORTHS ● OR YOUR NINTENDO STOCKIST

ARE YOU MAN ENOUGH TO

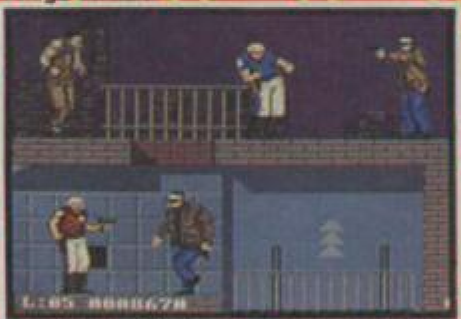
C64 version



Atari ST version



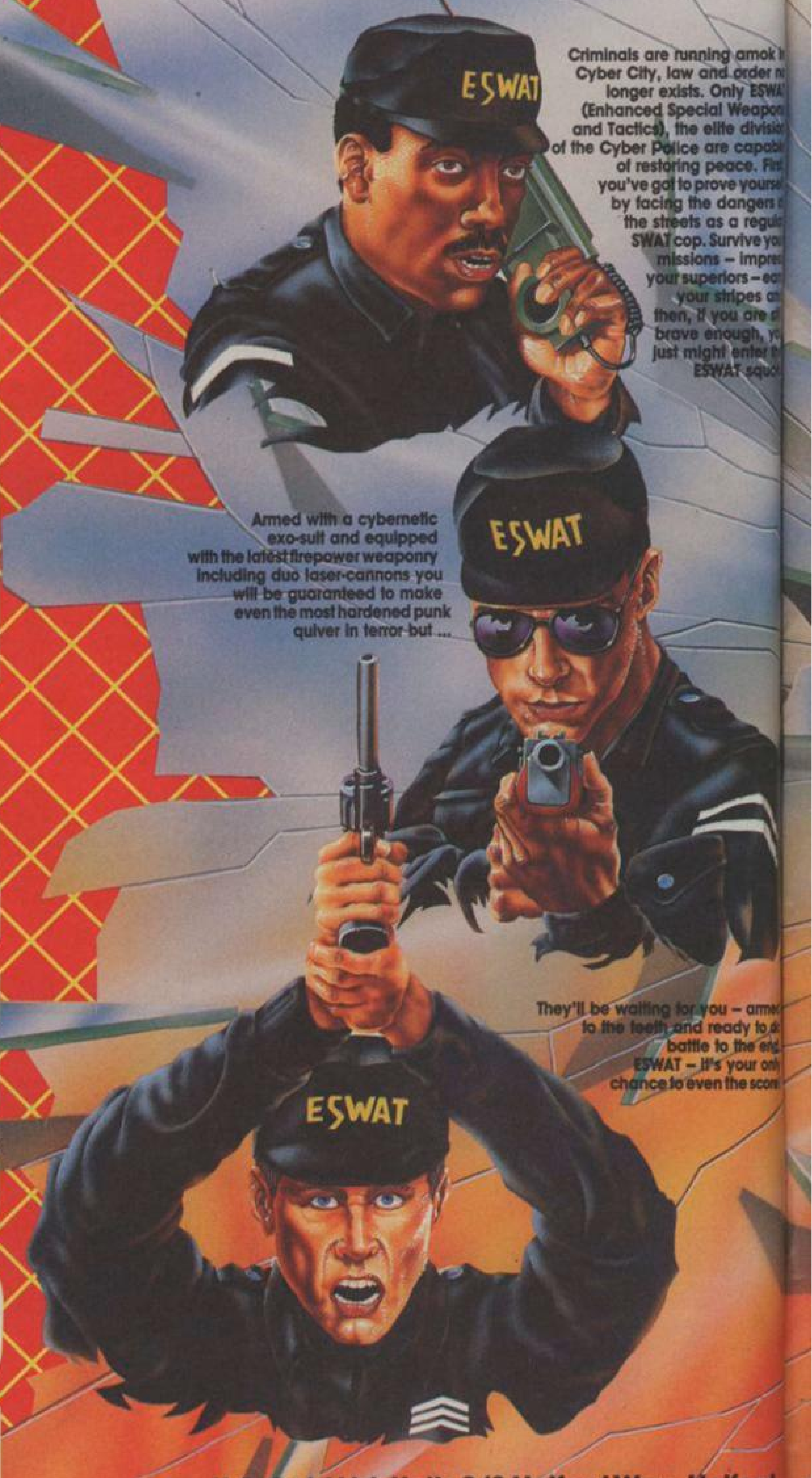
Amiga version



Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Available on CBM 64/128 & Amstrad cassette & disk, Spectrum cassette, Amiga & Atari ST.

ESWAT™



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ESWAT squa

Armed with a cybernetic exo-suit and equipped with the latest firepower weaponry including duo laser-cannons you will be guaranteed to make even the most hardened punk quiver in terror-but ...

They'll be waiting for you – arme
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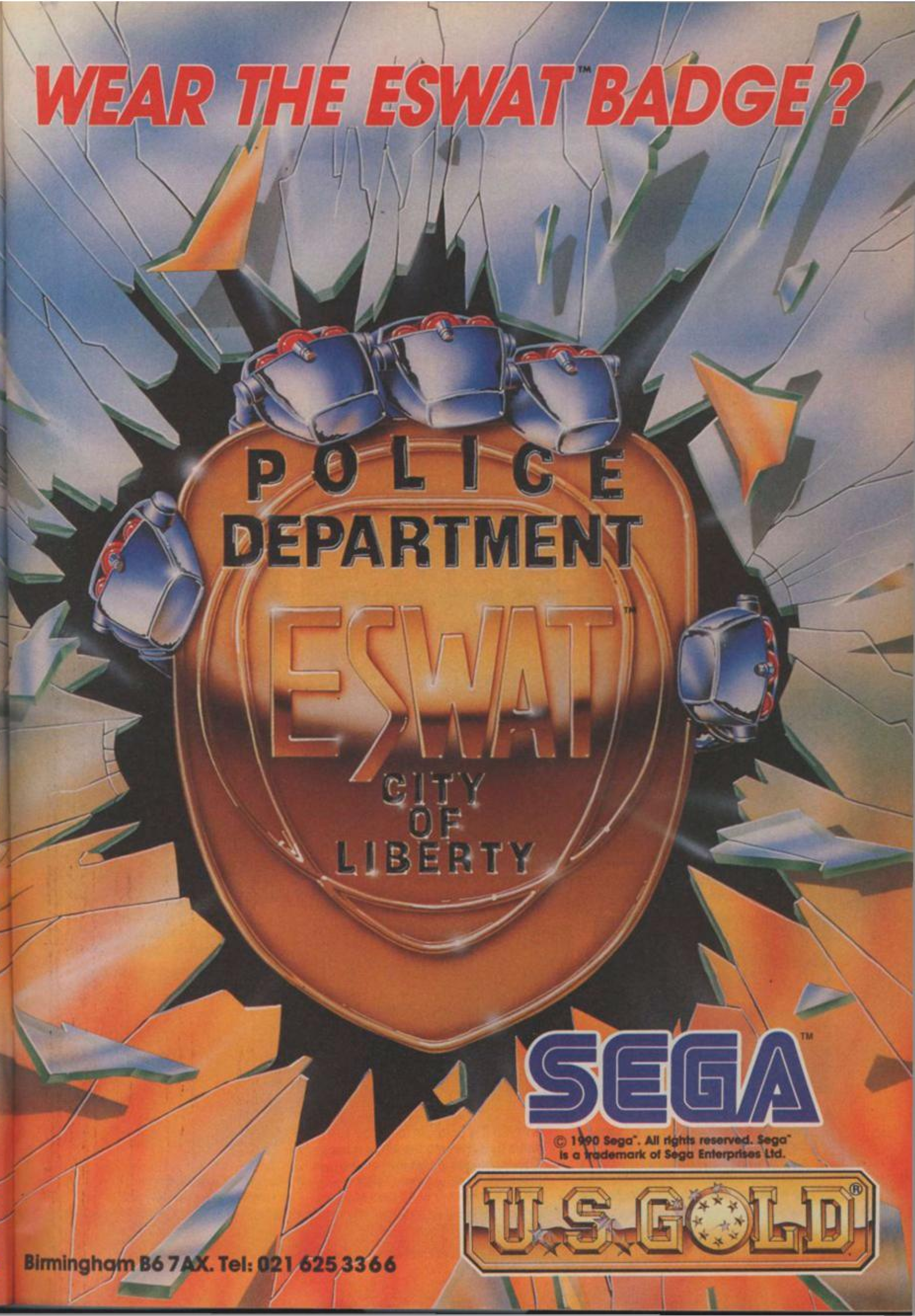
WEAR THE ESWAT™ BADGE ?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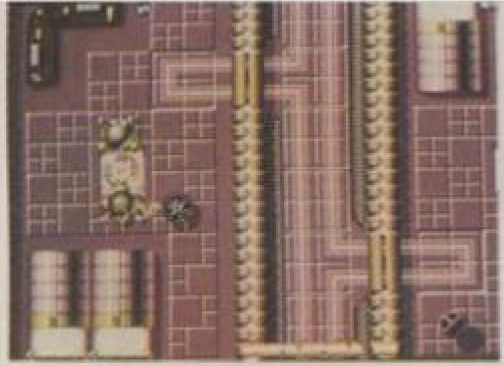
PARADROID '90 PLAYER'S GUIDE.

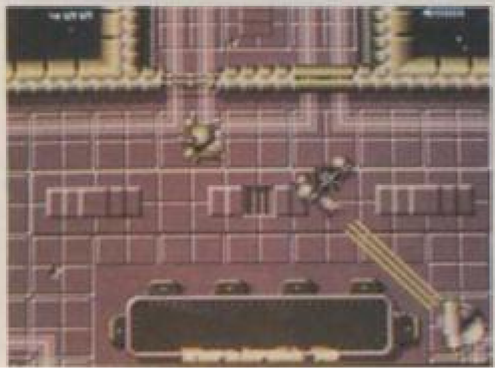
C+VG were the first by months with the exclusive review of the totally gob-smacking Paradroid '90. Now here, as an oh-so-special service to our stalwart readers is a totally brilliant player's guide. These tips (as provided by those funky dudes at Graftgold) will put your Influence Droid back on the path to glory!

- Listen to the sound effects. Enemy shots can be heard even when they are off the screen. Also doors, energy points and computer terminals can be heard when droids are using them, giving you some idea of the position of other droids.
- Shoot the strong droids first. Weak droids never fire shots but are useful for transferring to, protecting the Influence Device from enemy shots and giving a few more pulsers in the transfer game.



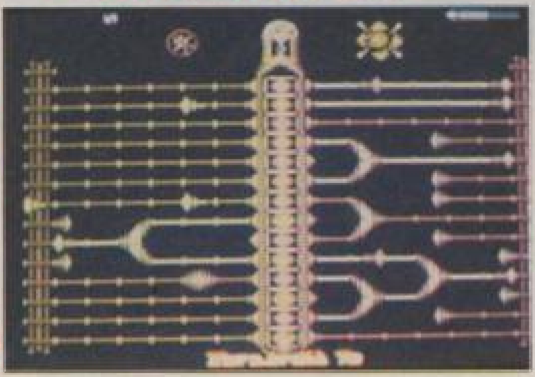
▲ Watch out for the maintenance droid (476). Although its flame thrower has a limited shooting distance it still causes large amounts of damage.

- Try to clear a deck of droids before moving on to the next one. A systematic approach to clearing a ship saves on droid energy. Use the computer terminals to see what decks still have droids on.

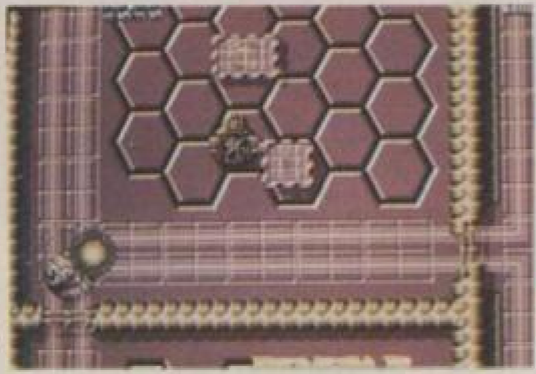


▲ Learn the good and bad points about each type of droid. The triple beam battle droid (742) has a powerful shot but is slow to move whereas the messenger (302) is very fast but has no weapon. It is also annoyingly cute.

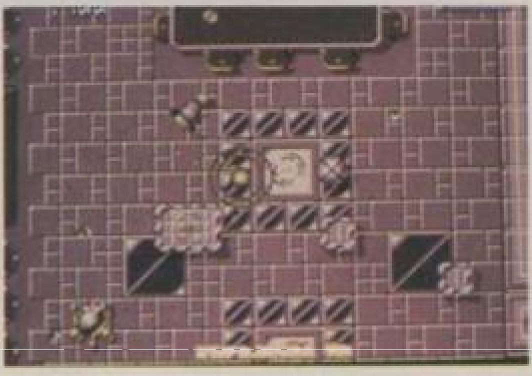
- If you want to take control of a droid, move around in transfer mode to save time for when you need to transfer. It only takes a short time to change into transfer mode, but that's normally long enough for your droid to be shot to pieces!
- The best way to get near a droid that you want to transfer to is to spiral around it, getting closer all the time. Its shots should miss you until you get very close, by which time you should be able to transfer.



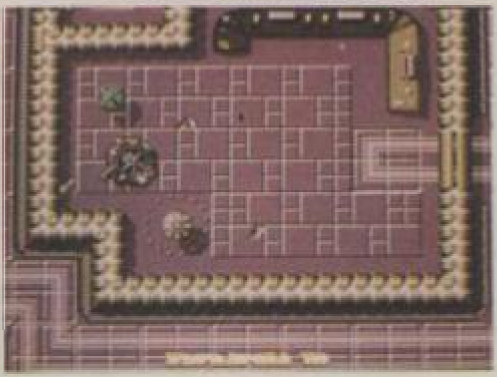
▲ In the transfer game, wait until the enemy droid has fired all or most of its pulsers before firing your own. This method will normally get a successful transfer as the enemy will have no pulsers to counteract yours.



▲ Some droids can't be damaged by some of the other droids' shots. The mine layer (734) is a prime example of this as it is heavily armoured. In cases like this transferring is the only way to defeat the droid. Different sound effects are used to indicate if a droid is being damaged by a weapon.



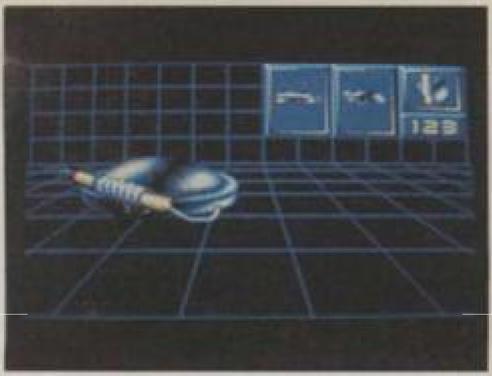
▲ Most of the droids fire with their right arm. So it is possible to dodge their shots by staying to the left of them. This technique works well on the triple beam battle droid (742) because it fires only at 45 degree angles. The rapid firing sentinel (614) shoots at any angle, so its shots cover a wide area, hopefully missing the Influence Device.



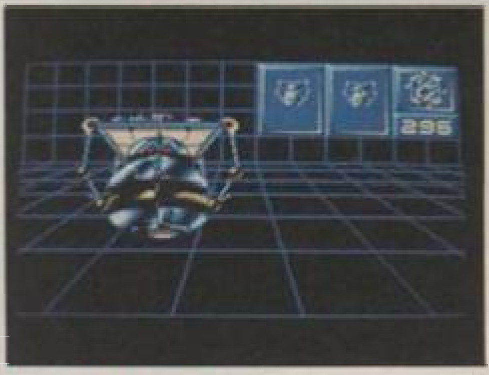
▲ Picking up the Graftgold key will delay the entry time for the raiders by three minutes. There is a key on every ship but it may be hidden.

- Shooting around corners is very handy. It is possible to kill some droids in this way without them shooting back, either because they can't see you or because you have blown them away before they had time to react.
- Don't move into explosions. You lose energy doing this and the weaker droids will explode if they are in contact with an explosion. Sometimes two or three droids can be destroyed because of one explosion.
- You face the same direction leaving a lift as you did when you entered it. Using this technique it is possible to make "surprise" attacks on the other droids.
- Using the shuttles' thrusters to fry enemy droids as they go past isn't very effective and gives you nowhere to hide in case of enemy attack - not a recommended tactic.
- Learn the enemy patrol routes. The droid movement is actually very predictable so time and energy can be saved by knowing where a droid is going or what it could do next.
- Keep moving. Once an enemy droid has targeted on you it will keep firing. Even after it is destroyed there may still be shots heading towards you. Never run in the opposite direction of an enemy shot. You can't outrun a bullet so your best bet is to move to the left or right of a shot. All weapons have a limited range, but some are more limited that others.
- The rapid-firing sentinel (614) is the best droid with its fast firing to a good range and it is responsive and fast to control. The only real drawback is that it's weapon doesn't damage the mine layer (734) or the command cyborg (999).

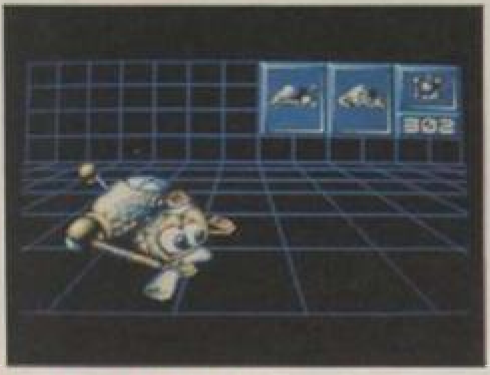
OBSERVER'S BOOK OF HOSTILE ROBOTS



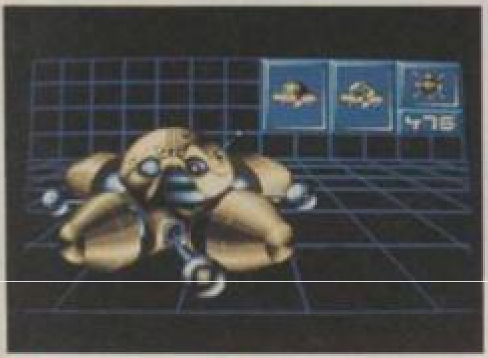
CLEANER 123
Weak. No weapon. Hard to control.



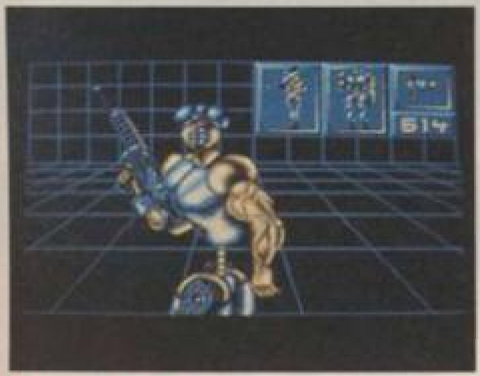
SERVANT 296
Weak. No weapon. Slow movement.



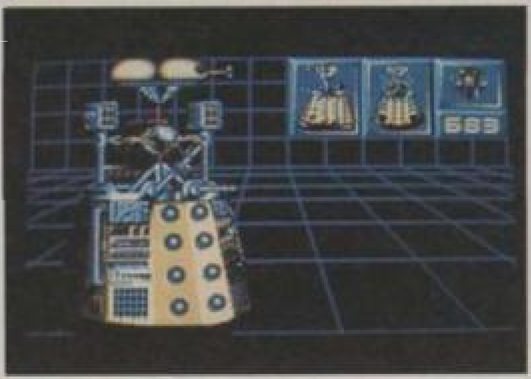
MESSENGER 302
Weak. No weapon. Fastest robot available.



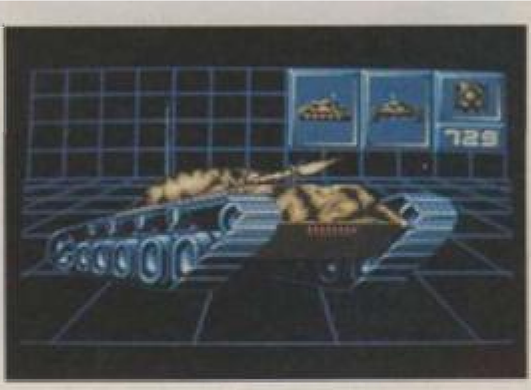
MAINTENANCE 476
Powerful weapon with limited range. Shoots at any angle. Very dangerous!



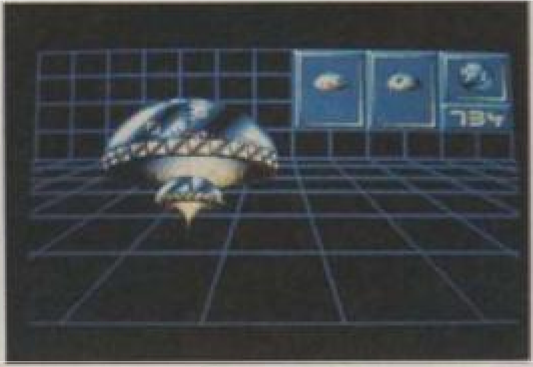
SENTINEL 614
Good weapon with rapid fire. Moderately fast. Winner Best Robot award 1990.



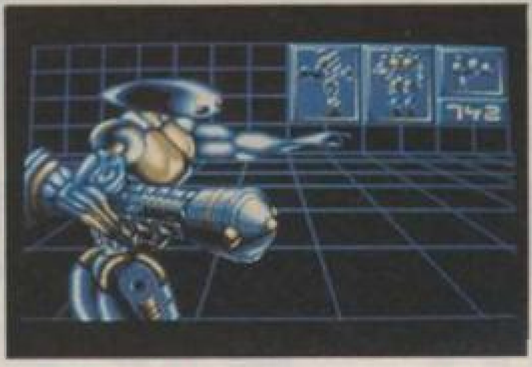
SENTINEL 683
Smoke gun with rapid fire but limited range. Good for destroying weak droids. Hard to control.



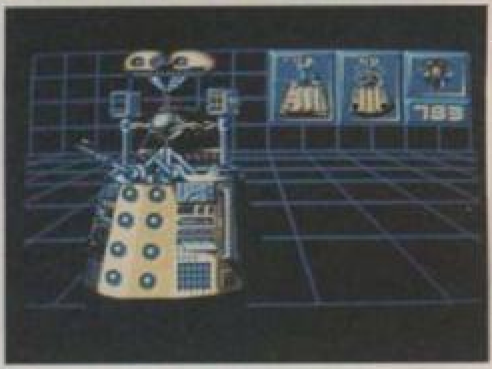
BATTLE TANK 729
Can't be transferred to. Fires three shots in succession at target.



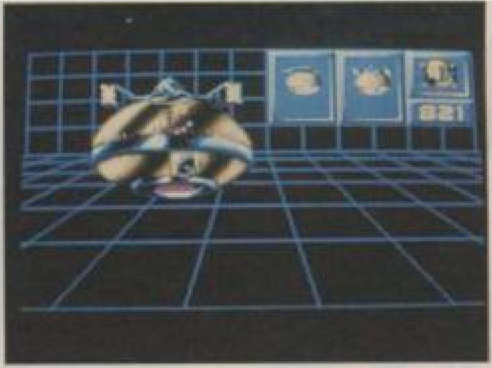
MINE LAYER 734
Good shields. Hard to use mines effectively. Ramming is much better. Slow to control.



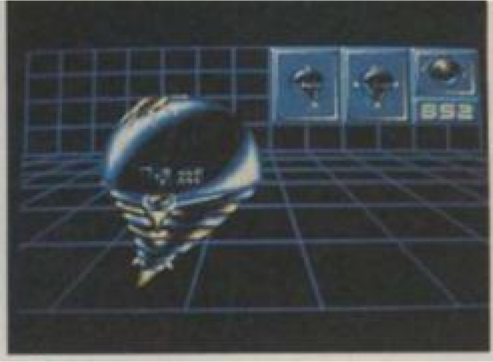
SENTINEL 742
Powerful triple laser weapon with good range. Slow shooting. Slow movement. Well armoured.



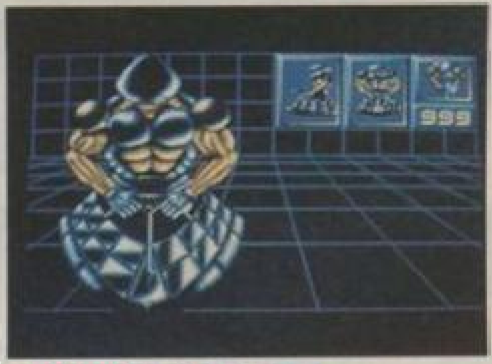
SENTINEL 783
Flame thrower with limited range. Very much like the maintenance droid (476). Hard to control.



SECURITY 821
Powerful fast weapon with good range. Very fast. Not damaged by disruptors. Good shields. Not to be messed with!



SECURITY 852
Powerful disruptor (smart bomb) weapon. Fast to control. Only does damage to robots it can see when disrupting.



COMMAND CYBORG 999
Very powerful weapon. Fast movement. Easy to control. Not damaged by explosions. Difficult to aim shots. Fast energy decay rate.

Gazza II

THE ULTIMATE SOCCER CHALLENGE IS ABOUT TO ...KICK OFF!!

EMPIRE

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LIFE
ENERGY
x1
x8

GENERAL TIPS

Select Ray Stantz. Buy energy boosters (the first item above EXIT) as soon as possible. Buy and use items as necessary.

LEVEL 1 - HOME SWEET HOME

TOP HAT SPOOK: Shoot diagonally to hit the rabbit in the eyes. When the body splits up, shoot the bottom half first.

BALL SPECTRE: Wait for it to shed its scales, then blast the exposed body. When it spikes up, jump, then run underneath. Watch out for his eyeballs!

LEVEL 2 - THE APARTMENT

ROCKY CRYSTAL HORROR: Shoot in the head, and duck when he swings.

GIRLY GHOUL: Avoid her blasts, and when she produces two images of herself, shoot any one of them.

FROSTY THE SNOWSPOOK: Continually blast in the head, whilst avoiding the smaller ghosts and their carrots (!).

LEVEL 3 - WOODY HOUSE

Use the goggles to see the way (you'll need about four sets). Buy a shield, and use it for the dragon.

DRAGON: Shoot it in the head from a distance. Watch out for the fireballs.

FACES: Shoot the ordinary face in the mouth, the other in the eyes. Watch out for the bullets, and the drips which can be jumped over.

FIRE FREAK: Again, shoot it in the head, but be careful when he curls up and fires a salvo of six bullets.

LEVEL 4 - HIGH RISE

WINGED DEMON: As it opens up, get right under its head and shoot upwards. When it dives, move quickly left or right.

SNAKE: Simply blast it whilst avoiding the pieces.

MR STAY-PUFT: Shoot him in the face (his nose wiggles). When his eyes go blue, get in the middle of them, and let him have it. When his eyes go red, run like crazy!

LEVEL 5 - THE CASTLE

THE GHOSTBUSTERS: Let them fire, and as they run at you, jump over them, then turn and shoot the ghost which will turn red. Repeat.

THE WITCH: Shoot her in the head, then jump away as she goes for you. Avoid her scythe, and her spinning magic spells.

THE PLANT: Blast it in the head, and avoid the laser that erupts from its mouth.

LAST LEVEL - THE DEEP HOLE

Here you'll face the plant, the snowman and the ball ghost again!

GOZER: Duck her scythe while blasting her head. Shoot the skull. Fire right-diagonally while jumping. When she comes down, go under her onto the mound and fire left whilst jumping. When she comes back, repeat the process. Then just sit back and watch the endgame sequence!

SUPER SHINOBI

To obtain infinite lives, get to round 4-2, do a shooting somersault to reveal a 2-UP. Collect this, and lose a life, and simply continue repeating this, gaining a life each time! Ta much to Stefan Borson of Manchester for that - now you would-be ninja should have no trouble with this!

STRIDER

When Strider strides his last, and while the Master's diabolical laughter is still ringing in your ears, press down the joypad buttons in this order - A, C, B, C, A - then press start and you should find a continue play option has appeared afore your very eyes! Thanks to Stewart Spon of Bushey for that.

PC ENGINE

POWER DRIFT

Once a game has ended on any level, hold down buttons and II, and press RUN. The game will continue on the level you have just finished, complete with the same score and driver used! Thanks to Stephen Hunt of Leicester for that little number!

ATOMIC ROBOKID

During the first level, whilst moving along fire up and down constantly, and you should get an extra life. Several white blobs should appear. Collect these for a whole bumper bundle of additional weapons! Thanks go once again to Stephen Hunt of Leicester.

DIE HARD

To inject a bit of life into this Bruce Willis duffer, get onto the title screen and press up twice, followed by left three times, and down once. You should now find you can enter DEBUG MODE, which lets you tinker with a sound test and even set the difficulty level.

W-WING

Here's an interesting cheat to make this rather easy game a little more interesting. If you go to the sound test, you can activate different features by listening to the sounds in the following order:

SPEED UP THE WHOLE GAME

31415926535897932384626

SLOW DOWN THE WHOLE GAME

038390080

STAGE SELECT

1192296

GO TO RANK 15

7584108998510

START THE GAME WITH A SHIELD

79310

GAME BOY

BATMAN

Michael Gott from sunny Stockport has sent in a whole heap of tips on how to deal with the end-level guardians. Take it away, Mike!

JACK/THE JOKER

Try to have the batarang, as multiple hits are possible. Stay right away from them and fire repeatedly. Jump only when necessary as Jack/the Joker tend to jump into you in mid-air.

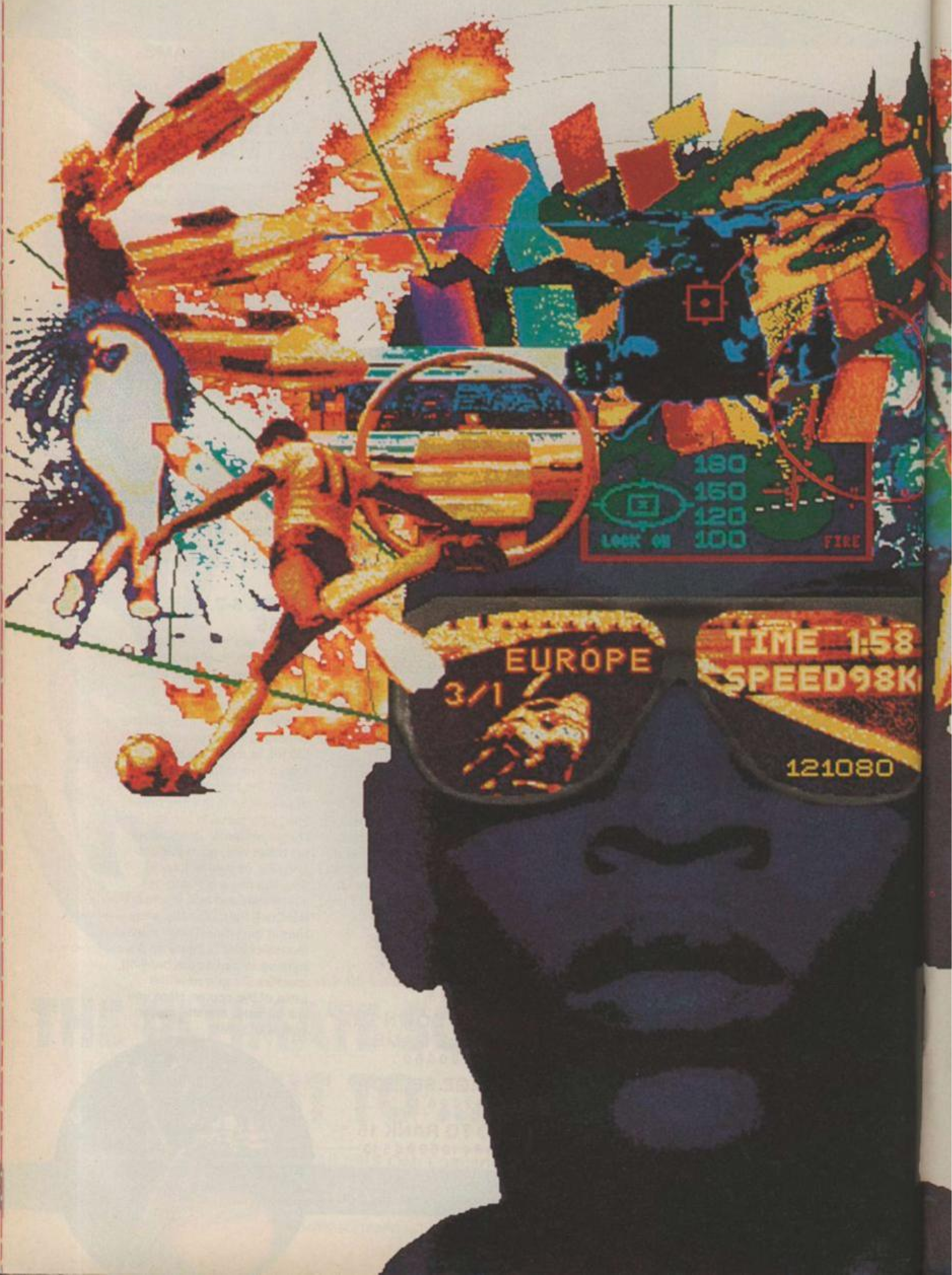
LEVEL 3-1

Dodge him, and go to the middle-left of the screen. Hold down the fire button, and wait for him to fire again. Move up - he will follow and fire again. Move down again, wait for him to follow. Move to the bottom and forward. He will move to the right and fire. Repeat the cycle until he explodes.

LEVEL 3-2, FIRST BOSS

Wait for him to move into firing position, then follow him up and down, firing constantly. Note that you are perfectly safe at the bottom of the screen. When he goes off the bottom, quickly move to the top left to avoid his bullets, then move to the middle and repeat the process.

Wait until he is in firing position, then move to the top left, firing constantly. Just before his bullet hits, go to the bottom. His missile will track you, but there is a gap between the third and fourth bullet. Duck through here, and repeat the whole thing. When the helicopter retreats, move right up to him so the batwing touches the gun near the base of the copter. Here you will be safe, and the copter will go BOOM!


180
150
120
100
LOCK ON
FIRE
EUROPE
3/1
TIME 1:58
SPEED98K
121080

play...
and replay

... and play and play and play.

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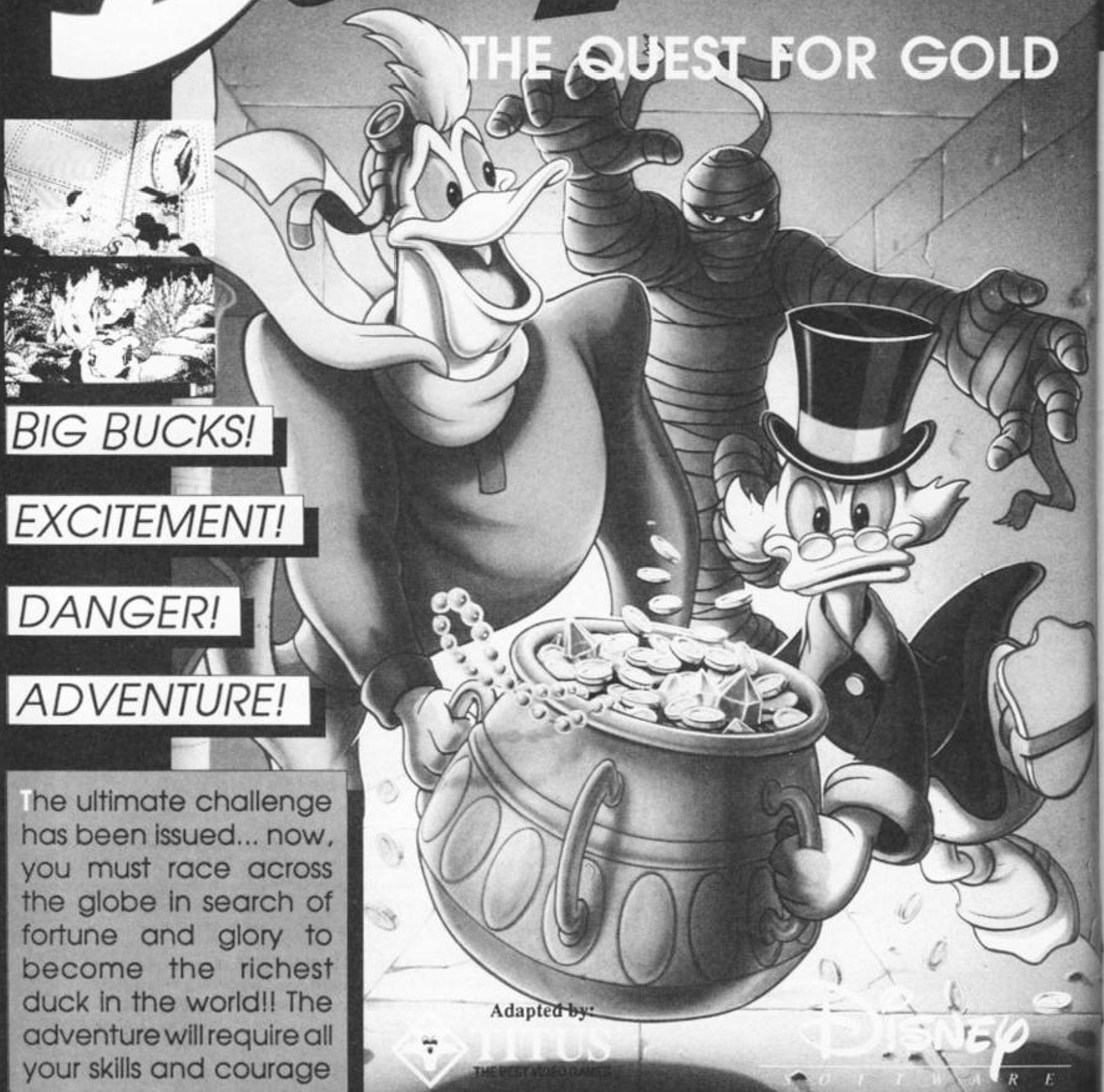
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HIGH SCORES

Greetings and welcome to the Official UK highscores table - the place where real joystick junkies can see their names (and their scores) up in lights. If you reckon your name should be here then send your scores on a POSTCARD or sealed down envelope to:

OFFICIAL UK HIGHSCORE TABLE, C+VG,
PRIORY COURT, 30-32,FARRINGDON LANE,
LONDON EC1R 3AU.

SEGA

ACTION FIGHTER
9,900,995 Robert Wigston, Lanarkshire, Scotland
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALIEN SYNDROME
270,100 Daniel Curley, Manchester
ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
267,100 Michael Goode, Cardiff
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,120,600 Peter Cousins, Chelmsford
CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 192,840 James May, Birchington, Kent
SURFING: 10.0 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,600,200 Robert Wigston, Lanarkshire, Scotland
217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex
DOUBLE DRAGON
1,026,660 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
245.0 James Noake, Worcs
GHOST HOUSE
1,388,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
53 Colin Boyes, Australia
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
605,100 Michael Goode, Cardiff
MY HERO
15,063,500 Mark Poliovdakis, Australia
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
667,100 Tim Gadler, Victoria, Australia
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
95,350 David Barnes, Sawston, Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,461,190 David Buckland, Bristol
RESCUE MISSION
575,300 Christer Holm, Finland
R-TYPE
7,673,800 Scott McGrath, Swindon, Wilts
SAFARI HUNT
9,344,200 Sarabjit Singh, Peterborough
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,550,100 Mark Poliovdakis, Australia
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,701,000 Alexandre Thilmany, Belgium
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
999,999 Andrew Bowley, Leicester
WORLD SOCCER
41-0 Karl CLark, Cleveland
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
27,861,520 Daniel Sullivan, Coventry
ALTERED BEAST
2,698,600 Paul Wheatley, Notts
BATMAN
481,700 David Park, Gateshead
COLUMNS
25,270,844 John A Berry, Redhill
DJ BOY
7,815,500 Peter Makinde, London
FINAL BLOW
3,100,400 Robert Golden, Lymington, Hants
FORGOTTEN WORLDS
1,845,200 Robert Golden, Lymington, Hants
GHOSTBUSTERS
T M Waldron, Peterborough
GHOULS AND GHOSTS
912,300 Daniel Sullivan, Coventry
GOLDEN AXE
371.5 Glen Williams, London
NEW ZEALAND STORY
413,070 Dominic Smith, Thorpe Bay, Southend
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
27,283,600 Lee Royle, Reading
SUPER HANG-ON
Beginner: 51,355,300 Barry Duffin, Retford, Notts
Junior: 45,729,220 Graham Shaw, Loughton, Essex
Senior: 48,394,800 Graham Shaw, Loughton, Essex
Expert: 80,821,640 Martin Westwood, Kingsteighton, Devon
SUPER MONACO GP
4,539 Julian Rignall, C+VG
SUPER SHINOBI
9,999,900 Daniel Sullivan, Coventry
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
6,611,550 (Mania level) Martin Trewren, Taunton, Somerset.
ZOOM
209,530 Andrew Croft, Dewsbury, West Yorkshire

NINTENDO

BALLOON FIGHT
802,550 Matthew Willcox, Cardiff
CASTLEVANIA
1,226,350 Gary Thom, Pinner
DUCK HUNT
1,538,000 Aaron Pearson, Firth
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
928,680 Matthew Raftery, Australia
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
303,400 Steffen Sletvold, Norway
GRADIUS
12,670,000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,988,700 Rhodri Richards, West Glamorgan
OPERATION WOLF
1,111,400 James Short, Hants
PRO-AM RACING
333,778 Tim Gadler, Victoria, Australia
RUSH 'N' ATTACK
2,282,800 Steffen Sletvold, Norway
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
SUPER MARIO BROS 3
2,550,750 (completed) Hampus Ericstam, Stockholm, Sweden

GAMEBOY

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
2,679,600 James Overbury, Cheltenham
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DEVIL CRASH
149,263,800 Chris Rothery, Cheltenham.
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,682,130 Aaron Horrel, Bristol
KLAX
906,200 Richard Leadbetter, C+VG
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
250,200 Wai-Sing Liu, London
ORDYNE
626,450 Bryan Servante, Stevenage, Herts
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
PC Kid
166,840 Christopher Maier, Hong Kong
POWERDRIFT
1,157,020 Matthew Birch, Langley, Herts
R-TYPE
973,300 Onn Lee, Nottingham
RASTAN 2
192,400 Nathan Russel, Ilford

C64

ALTERED BEAST
360,300 Alexis Haddon, Australia
APB
87,460 Christer Holm, Finland
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
664,020 Adrian Shingler, Glossop, Derbyshire
BUBBLE BOBBLE
9,384,110 Simon Stapleton, County Cork, Northern Ireland
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
CASTLE MASTER
4,307,500 Stuart Mays, Langport, Somerset
DENARIS
716,620 Evan Walters, Leeds
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
HAMMERFIST
20,294 Craig Hurst, Whetstone, Leicester
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,513,788 Simon Stapleton, County Cork, Northern Ireland.

HIGH SCORES

NINJA WARRIORS
3,112,359 Eugene Wasylkiw, Cheltenham

OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Gloucs.

POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex

RAINBOW ISLANDS
8,389,480 Gary Thom, Pinner

RENEGADE III
79,995 Jukka Piira, Finland

ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland

R-TYPE
1,938,300 Adrian Mylchreest, Barnsley, S.Yorks

SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S.Yorks.

SHADOW WARRIORS
394,300 Hadleigh Wilks, Woodbridge

SILKWORM
1,288,900 Christer Bjorkman, Finland

TURBO OUT RUN
16,900,160 Simon Stapleton, County Cork, Northern Ireland.

TURRICAN
1,536,870 Jim Janning, Belfast, County Antrim

TUSKER
1,542,000 Chris Rautenberg, N Territory, Australia

UNTOUCHABLES
8,389,480 Gary Thom, Pinner

VENDETTA
87,500 Lesius Mirow, Loughton

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow

ALTERED BEAST
507,700 James Ford, Somerset

ARKANOID II
525,630 Jaspal Jandu, London

BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks

BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs

BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks

BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton

BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear

BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester

BUGGY BOY
109,750 Simon Williams, Penzance

CONTINENTAL CIRCUS
4,887,470 Lee Tanner, Pitsea.

DOUBLE DRAGON II
122,950 Michael Ellis, Chester

DRAGON NINJA
180,340 Daniel Llewellyn, Wolverhampton

DYNAMITE DUX
737,590 Andrew Mummery, Sittingbourne, Kent

E-MOTION
363,150 Stuart Campbell, Bathgate, W.Lothian

EMPIRE STRIKES BACK
1,160,330 Robert Swan, C+VG

FORGOTTEN WORLDS
67,500 Robert Golden, Lymington, Hants

GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London

IKARI WARRIORS
102,900 Winchmore Hill, London

INDIANA JONES ARCADE
16,800 Daniel Llewellyn, Wolverhampton

LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs

NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks

OPERATION WOLF
308,400 David Chung, Leeds, N Yorks

OPERATION THUNDERBOLT
1,722,700 Keith Vance, Belfast

OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed

PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire

PAPERBOY
109,900 Philip Hogg, Liverpool

POWERDRIFT
1,805,821 Philip Hogg, Liverpool

RAINBOW ISLANDS
3,408,010 James Davis, Selly Oak, Birmingham

RED HEAT
103,843 Philip Waite, Bradford, W Yorks

ROBOCOP
571,210 Robert Swan, C+VG

R-TYPE
523,220 Horness Spencer, Redditch, Worcs

SHADOW WARRIORS
114,200 Michael Ellis, Chester

SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics

SPACE ACE
31,200 Paul Wheatley, New Eastwood, Notts

SPACE HARRIER
6,445,730 Mark Dodd, South Wirral

STARGLIDER II
529,599 Stephen Simpson, Otley

STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks

STRIDER
3,896,999 Andrew Dowling, London

SUPER HANG-ON
40,919,996 Nick Berridge, Cheshire

SWITCHBLADE
260,490 Mark Davies, Manchester

THUNDERBLADE
618,510 Richard Davis, London

TURBO OUTRUN
18,500,200 Stuart Campbell, Bathgate, W.Lothian

VINDICATORS
496,100 Stephen Simpson, Otley

XENON
8,944,860 Colin Tracey, Colchester, Essex

XENON II
2,660,940 Damian Pierce, Hazlemere, Bucks

AMIGA

AFTERBURNER
20,127,290 Mark Caban, Victoria, Australia

ANARCHY
504,650 Yohai Shelef, Israel.

BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs

BLOOD MONEY
308,650 Sebastiano Tognacci, Venice, Italy

CONTINENTAL CIRCUS
5,205,460 Mr B, Colne, Lancs

DOUBLE DRAGON II
234,240 Sebastiano Tognacci, Venice, Italy

DATASTORM
1,228,925 Ky Prunell, Witham, Essex

DENARIS
315,280 Stu+Tony, Chelmsford, Essex

DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden

DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland

DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
364,700 Sebastiano Tognacci, Venice, Italy

FORGOTTEN WORLDS
1,427,690 Martyn Allsop, Burton-on-Trent

GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany

INDIANA JONES ARCADE
37,300 Remko de Gille, Holland

LED STORM
574,478 Steven Howard, Lowestoft

LICENCE TO KILL
39,573 Lior Meiry, Israel

MIDNIGHT RESISTANCE
30,435 Steven Litherland, Cheshire

NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex

OPERATION THUNDERBOLT
2,680,200 Ian Perryman, Plymouth

PACMANIA
37,450,320 Colin Tracey, Colchester, Essex

PAPERBOY
107,150 David Pocock, S Croydon, Surrey

PHOTON STORM
251,490 Ky Purnell, Witham, Essex

POWERDRIFT
2,208,229 Marc Green, Kent

RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire

ROADBLASTERS
3,774,546 J Dunbar, Edinburgh

ROBOCOP
374,210 Philip Newland, Beckenham, Kent

SHADOW WARRIORS
230,400 Daniel Lewis, Sheffield

SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs

SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants

STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton

STRIDER
737,700 Danny Aikens, High Wycombe, Bucks

SUPER HANG-ON
22,142,833 James Ruxton, Highbridge, Somerset

SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth

TEST DRIVE II
323,772 Kevin Moore, Chorlton, Manchester

TURRICAN
1,888,600 Michael Skinner, Aberdeen.

XENON II
10,110,740 Steven Delory, E Sussex

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent

BATMAN - THE MOVIE
999,990 Paul Foster, Bolton

CHASE HQ
16,037,710 Daniel Edwards, Chor-

CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands

DRAGON NINJA
1,108,000 Daniel Edwards, Chorley, Lancs

FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham

MYTH
65,868 Chris Thompson, Chorley, Lancs

NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancs

OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby

OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics

RAINBOW ISLANDS
12,039,610 Nathan Heape, Bristol

ROBOCOP
1,982,240 Fraser Spears, Birmingham

SHADOW WARRIORS
51,300 Callum Boath, Moray, Scotland

SHINOBI
65,650 James Thomas, Derby

STRIDER
56,750 Anthony Hutchinson, Exmouth, Devon.

THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent

TURBO OUT RUN
545,710 Simon Ginsei, Bradford

WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

AFTERBURNER
99,566,140 James Higgs, Wiltshire

APB
$58,780 Andrew Buckly, Reading, Berks

BARBARIAN II
42,590 James Bell, West Wickham, Kent

BATMAN THE MOVIE
436,160 Duane Nurse, Perth, Australia

BLASTEROIDS
128,750 John Stay, Lincoln, Lincs

BUGGY BOY
134,150 Michael Corbett, Merseyside.

CRAZY CARS II
881,525 Raymond Yeung, Belmore 2192

CHASE HQ
16,031,340 Scott McCulloch, Ayrshire, Scotland

CYBERNOID II
240,450 Samir Al-Amar, Havant, Hants

DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics

DRAGON NINJA
1,090,225 James Sparshott, Orpington, Kent

DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos

HARD DRIVIN'
511,727 Andrew Buckley, Reading, Berks

MR HELI
243,980 Ben Patchesa, Scaldwell, Northants

NINJA SPIRIT
253,000 Ben Paynter, Adelaide, Australia

OPERATION THUNDERBOLT
466,400 Mark Homan, Henleaze, Bristol

OUTRUN
56,708,370 R McDonald, Thurnby, Leics

ROBOCOP
2,974,000 David Nicholas, Bracknell, Berks

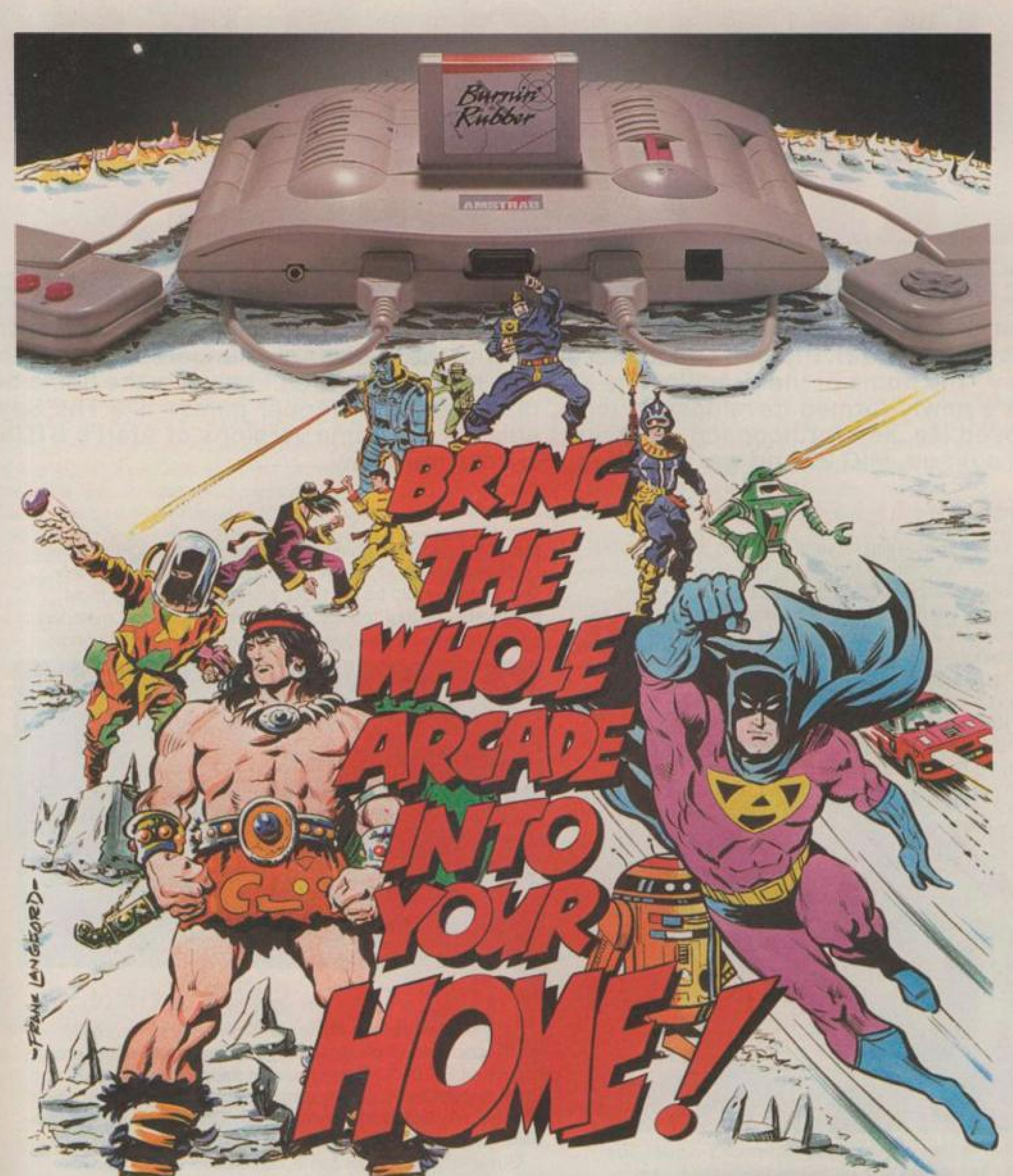
SHADOW WARRIORS
19,100 Scott McCulloch, Aryshire, Scotland

TETRIS
24,280 James Lodge, Belper, Derbyshire

TURBO OUTRUN
568,150 Jaspal Sohal, Wolverhampton

UNTOUCHABLES
999,999 David Pallot, Australia

VINDICATORS
479,000 Giles Taylor, Eastleigh, Hants



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THE C+VG

THE AMAZING DOMARK/TENGEN CHALLENGE

The first of C+VG's softco challenges took resident editor, Paul Glancey and forever grumbling staff writer, Richard Leadbetter along with the fearless challengers, to Adleston in Surrey - the home of the Kremlin. The Kremlin, in case you didn't know, is the home of Domark's newly-formed development team, responsible for topper games like The Spy Who Loved Me, and forthcoming attractions such as the home versions of Atari's STUN Runner coin-op, MiG 29 and war sim, 'Nam. So now you know.

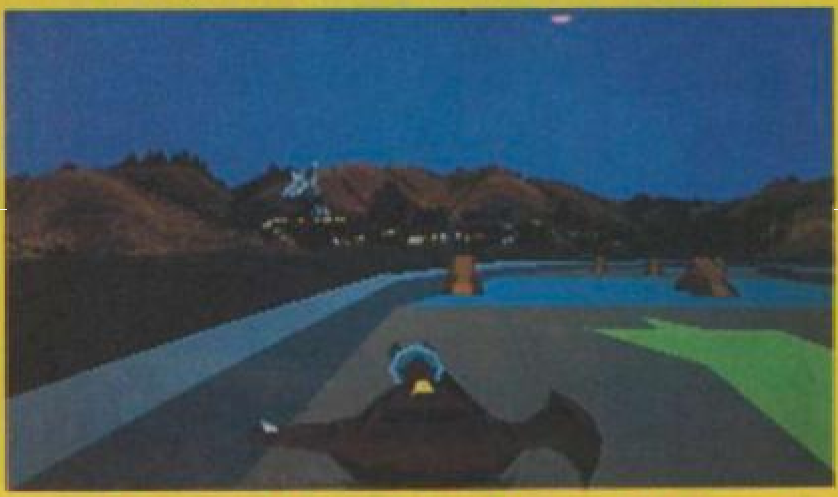
THE CHALLENGERS

One misty October morning brought forth two worthy challengers, especially selected by the C+VG highscore panel of experts for their gamesplaying expertise. Enter Dave Moore, from Jaz's very own home town of Southend-on-Sea and Andrew Butters from sunny Deptford. Dave, in particular, had impressed us before with his stonking Blood Money and Thunderforce III scores, whilst Andrew had cut his teeth on the brill Speccy version of Rainbow Islands. Joining the fray were John Kavanagh (head programming honcho at the Kremlin) and C+VG's Richard Leadbetter, who faced certain death (followed by redundancy) if he didn't win.

▲ *Dressed in their promotional Domark T-Shirts, the brave contenders line up in the Adlestone sunshine for a pic. On the left we have Domark's own John Kavanagh, and next to him, covering his embarrassment with a STUN Runner cap, C+VG's own Richard Leadbetter. Andrew Butters is the young fellah-me-lad in the purple pants and on the right we have Dave Moore, who is looking around for the nearest toilet.*

THAT SCORING SYSTEM EXPLAINED

The rules for the championship were in. For each game, each player was given three minutes to clock up the highest score possible. At the end of the gamesplaying capers, the top scorer received ten points, the runner-up got eight whilst six and five were given for third and fourth place respectively. The winner would be the lucky bloke to pick up the most points after all four rounds. With all that numerical malarkey out of the way, it was down to business with the first game...



GAME ONE - STUN RUNNER

Having led particularly sheltered lives, none of the challengers (apart from John, obviously) had ever played the arcade version of STUN Runner before. In the practice session, Dave and Andrew both knocked up reasonably high scores, but poor old Rich didn't seem so confident, and failed to complete one level!

But when the crunch came, John seemed the favourite (after all, his team of programmers are converting the game!), and not surprisingly, he steamed to victory with a huge 111,865. Andrew shot up a respectable 99,725 leaving Rich to come third (even though he left the office armed with hints from arcade champ, Julian Rignall), and Dave to "bring up the rear".

GAME TWO - BADLANDS

After a nourishing lunch laid on by the cuddly marketing people at Domark, it was time to return to the serious business of gamesplaying. Andrew and Dave had never seen Badlands on the Amiga, but the disgustingly smug grin returned to the face of Richard (who had reviewed the game the month before) whilst John complained that "he couldn't

CHALLENGE

play it" - a likely story. There were to be two head-to-head heats - Andrew versus Dave, and following that, Richard versus John.

Andrew and Dave started off, burning their Badlands motors around the nuclear-blasted courses in true Super Sprint style. Dave emerged victorious from his heat with a decent 9,410 whilst Andrew tried his best and got a fairly respectable 6,350. But for some reason Dave started to feel unwell, even after winning his heat. The dope test proved negative, so the cause of his illness remained a mystery.

During the next heat, Richard started moaning about the joysticks the Kremlin had laid on, grumbling that they were about as effective as a solar-powered torch. So, out came his pride and joy (!), a Euromax Arcade and the Badlands blasting and racing could finally begin.

Richard took the lead straight away, taking every corner with ease. John made a few too many mistakes, coming third in the final rankings, whilst Rich came first with a massive 9,820 - much to everyone's annoyance. Dave went to the toilet as a gesture of defiance.

▲ *After the strenuous Badlands round, the hard-playing buckaroos tuck into a yummy picnic lunch. You'll notice Dave isn't in this pic - he was looking for the toilet again.*

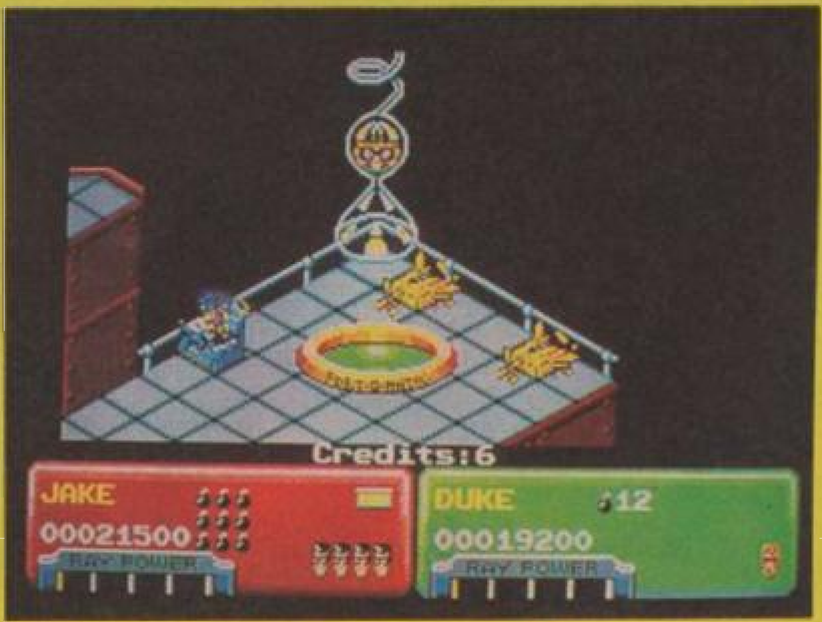
GAME OVER
DRONE LAP 3
DRONE LAP 3
LAP
MISSILES

GAME THREE - ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

As John booted up the Amiga version of the Atari 3D blasting game winning the championship was still within the grasp of all four challengers. Remembering the promise of a sacrificial burning at the stake if he didn't win, Richard was particularly eager to get to the joystick and kick some robo-butt.

Robot Monsters being another two player game, the proceedings were split into two heats, much like before. Dave would challenge Andrew, and then John would try to beat Richard. When the first heat began, Andrew stunned the gathering audience of hungry Kremlin programmers (all of them after some of the challengers' lunch!) with a truly outstanding performance blasting for all his worth and getting 13,750 points into the bargain.

Poor old Rich was getting a bit worried about his fate back at the office, especially as John was supposed to be a past master at the game. He shouldn't have worried that much as he managed to rack in a colossal 13,200 - much to John's annoyance. Even after Andrew's effort, Richard took the lead - but it was a very narrow one!



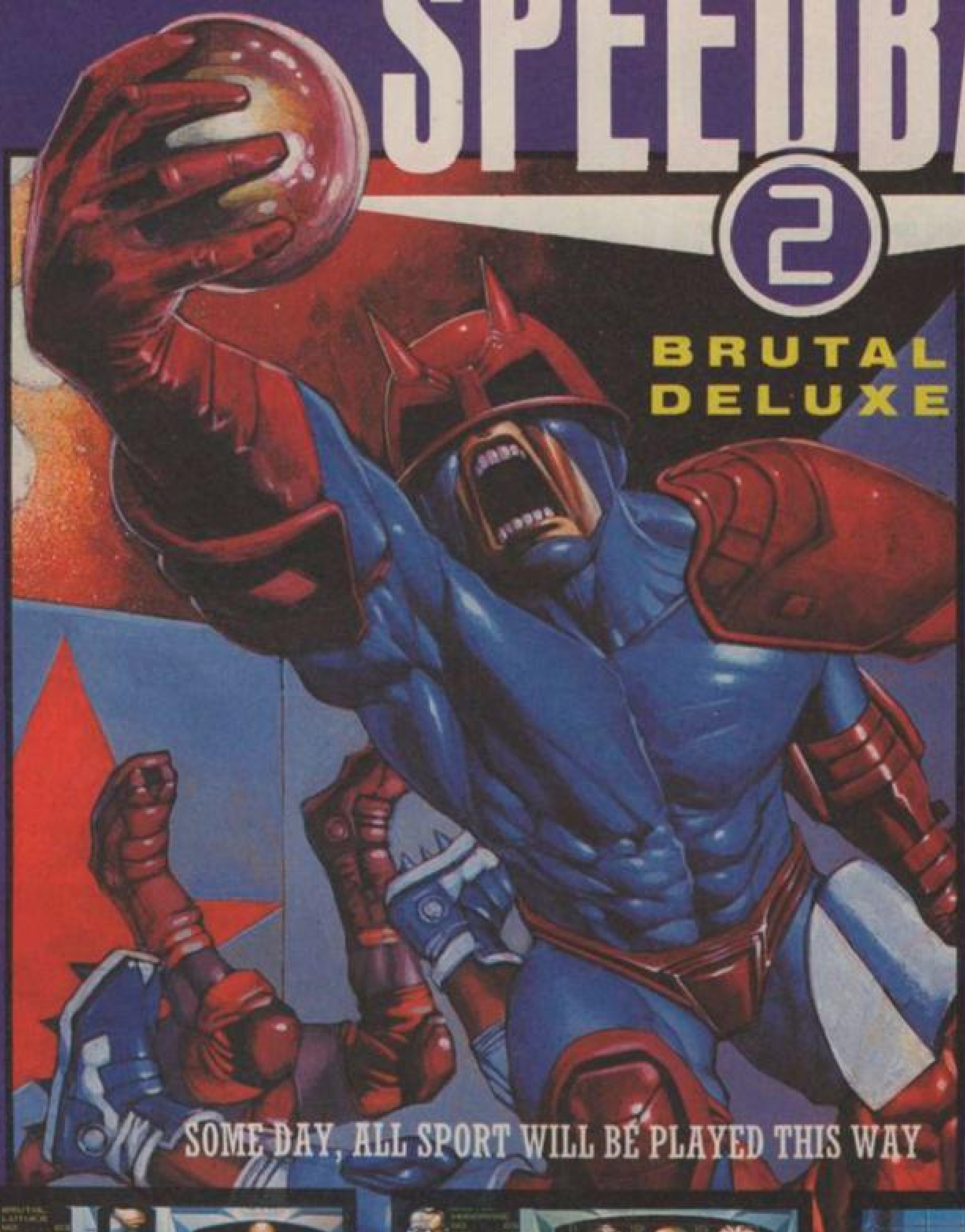
GAME FOUR - KLAX

The outcome of the challenge rested on the final game - Klax, Atari's legendary game of tile arranging. Enter three very self-confident challengers. John decided that he "wanted to go out on a high", Dave only took the practice seat because "it had been a long time" since he'd played the game. The nauseatingly smug grin returned to Richard's face. He's a self-confessed Klax-pert and once claimed that he "lived for the game", although he later confessed that he was lying. Andrew remained strangely silent...

Watching the readers practising Klax had Rich rubbing his

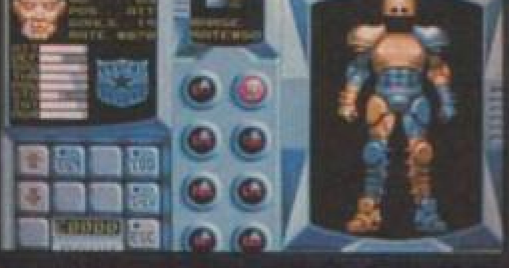
SPEEDBALL 2

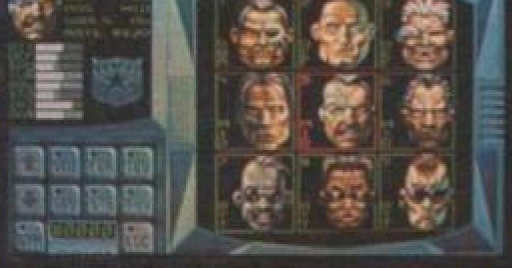
BRUTAL DELUXE

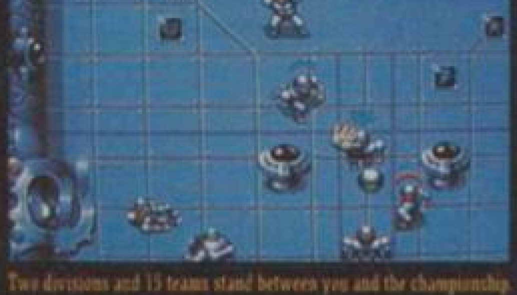

SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

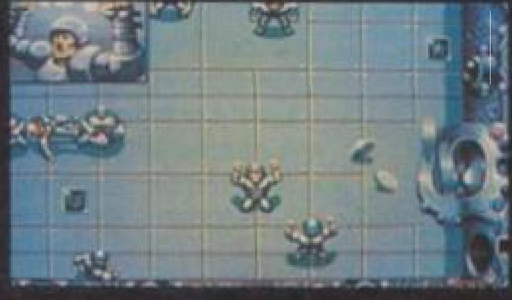
It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.


Transform weaklings into killers in the gym.


A squad full of wimps? Shell out for a Star Player?


Two divisions and 15 teams stand between you and the championship. Take no prisoners.


It's a goal!

Celebrate that moment of glory in style.

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THE C+VG CHALLENGE

hands in furtive excitement, and John (with his Kremlin programmer audience) was looking forward to an easy victory. The first heat, between Andrew and Dave went pretty badly. In his allotted three minutes, Dave went through nine (count 'em - NINE!) credits leaving a pretty miserable score of 2,850 at the end of it. Andrew plodded on with and emerged with a reasonable 9,450.

The time of the second heat arose... Both Richard and John were aware of a very special Klax that takes over a minute of precious time to construct, but gives a massive 265,000 point bonus! The timer started, and the serious klaxing began. Richard started constructing his elaborate point-raking Klax, and pulled it off not once but twice finishing his heat with an absolutely astounding 531,120! John was particularly miffed at only pulling in 143,665 - still enough to give him the coveted second place.

▲ *The satanic gleam in Rich's eye provides a clue to the source of his supernatural gamesplaying prowess.*

THE FINAL RANKINGS

Enter C+VG's resident editor and ex-'O'-Level Maths student, Paul Glancey, to "tot up" the scores. Using all ten fingers, Paul calculated that, at the lower end of the scoring spectrum came Southend's Dave Moore with 23 points. Above him with 29 points was the Deptford's Dynamo himself, Andrew Butters. John Kavanagh came in at second place with 30 points. But Paul wasn't the only one with an 'O' level in Maths. Using the skills taught to him in his CSE Maths and GCSE Statistics classes, Richard had already figured out that he was the top gamesplayer with a massive 34 points!

▲ *Here's Richard, just after his "most triumphant" Klax-bash, defining the term "smug git". But the joke was on him when he was informed of the rule stating that overt smugness was a disqualification offence! Luckily he saw the funny side.*

THE OLD SCOREBOARD

	RICH	DAVE	ANDY	JOHN
STUN RUNNER	92,090	5,850	99,725	111,865
POINTS	6	5	8	10
BADLANDS	9,820	9,410	6,350	7,420
POINTS	10	8	5	6
ROBOT MONSTERS	13,200	6,200	13,750	12,600
POINTS	8	5	10	6
KLAX	531,120	2,850	9,450	143,665
POINTS	10	5	6	8
TOTAL POINTS	34	23	29	30

THE PRESENTATION

Enter the Tengen Trophy! Because Richard had annoyed everyone so much, and John had only achieved his score because of his involvement on STUN Runner, it was decided to give the winners' trophy to Andrew Butters for his outstanding contribution to the championship. Hooray! Along with his groovy trophy, Andrew also walked off with ten Domark games for his Spectrum, whilst Dave scooped up five Domark classics for his Amiga. And on top of that, Domark rewarded each of the lads with a brilliant Nintendo Game Boy for their efforts!

▲ *Displaying the sort of inane leer that has become his trademark, top man, Paul Glancey presents the Tengen trophy to Andrew. What a guy! What a caption!*

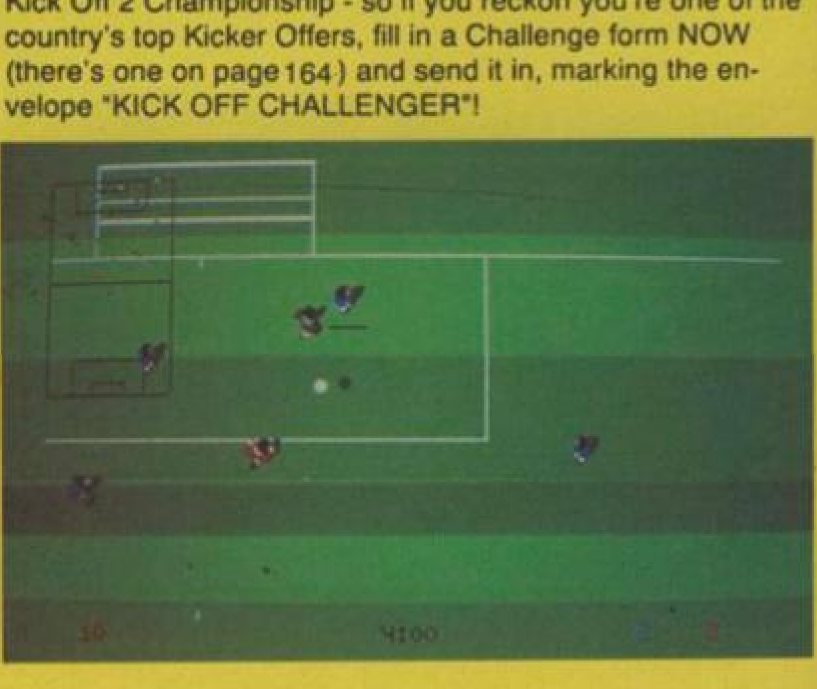
▲ *Suddenly stricken with "tense, nervous headache", Dave is forced to put down his joystick while Andrew plays on!*

▲ *Once again, the camera catches Dave looking around for a lavvy, while young Andrew gets some practice in on STUN Runner.*

▲ *Dave demonstrates his devil-may-care driving skills which he had obviously learned from fellow Southender, Julian Rignall. Unfortunately, he was soon to find that controlling a STUN ship isn't the same as cruising down the seafront with the windows open and the radio turned up.*

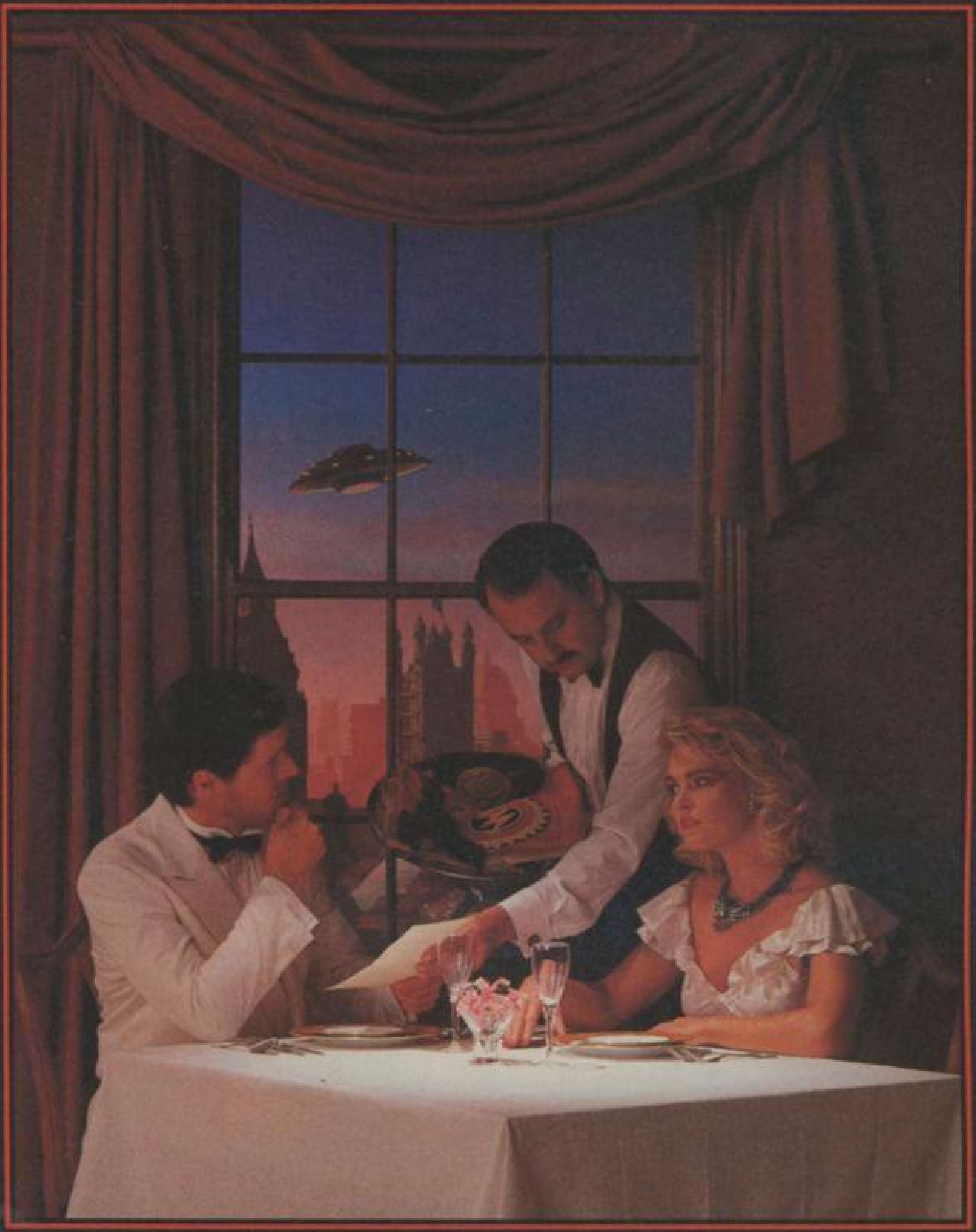
NEXT MONTH...

In the next C+VG Challenge, we'll be going "on the road" (well, "on the train" seems more likely) to Sheffield, where some hand-picked C+VG readers will be taking the Gremlin gang on at some of their latest releases, including Lotus Esprit Turbo Challenge! Following that, we hope to be running a Kick Off 2 Championship - so if you reckon you're one of the country's top Kicker Offers, fill in a Challenge form NOW (there's one on page 164) and send it in, marking the envelope "KICK OFF CHALLENGER"!



MicroStyle

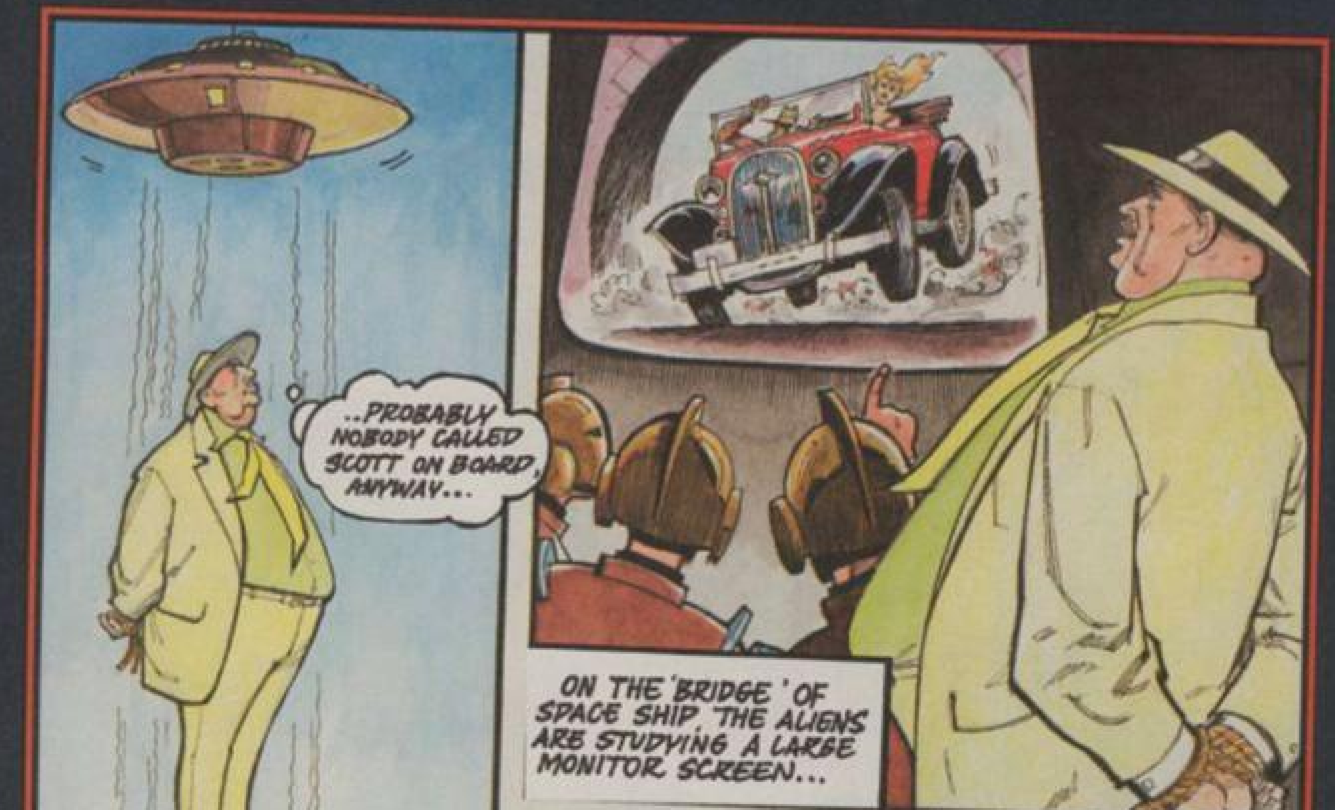
"Honey, I'll be back in a flash"



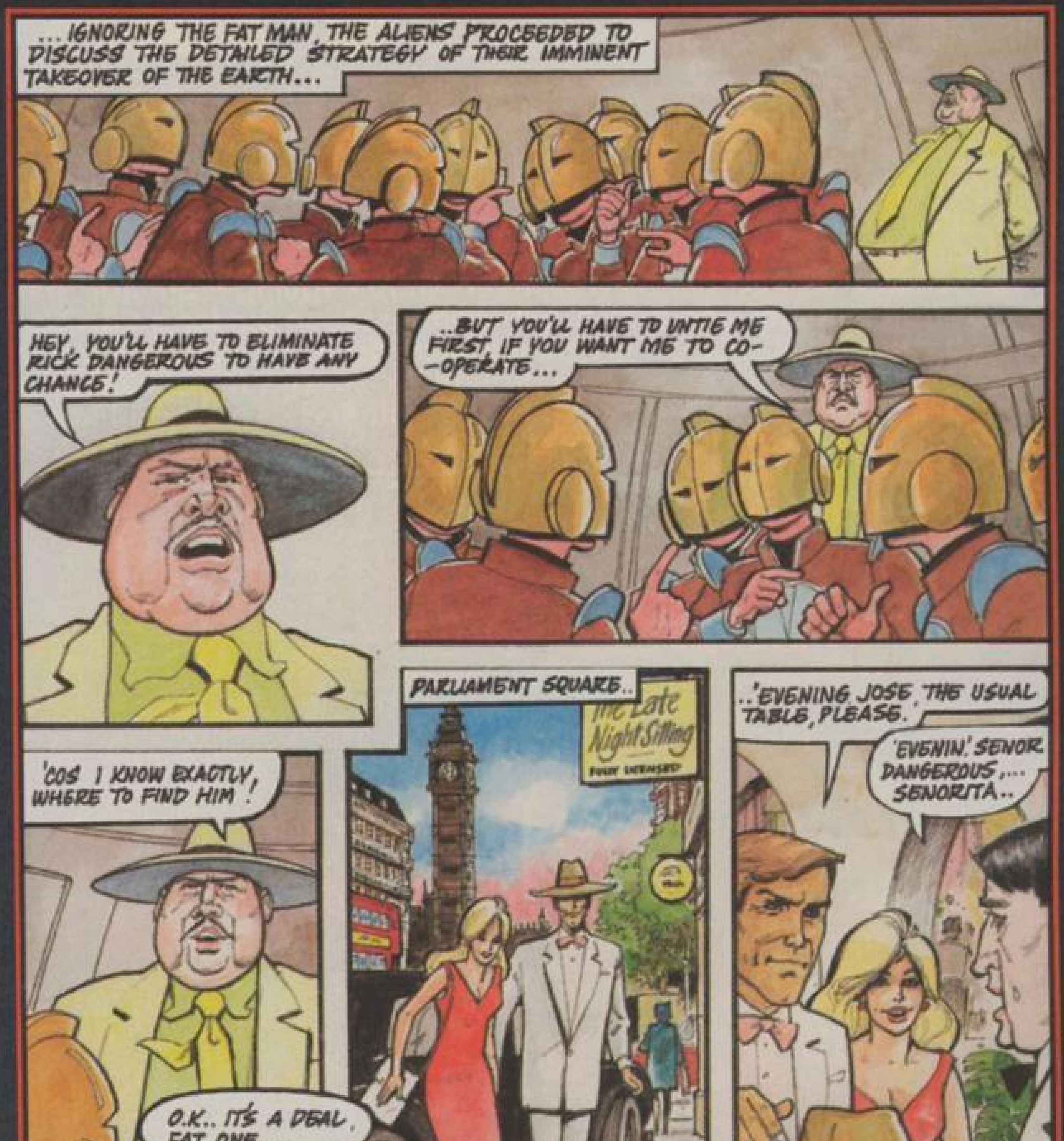
RICK DANGEROUS 2

RICK DANGEROUS 2

The Story So far.....


..PROBABLY NOBODY CALLED SCOTT ON BOARD, ANYWAY...
ON THE 'BRIDGE' OF SPACE SHIP, THE ALIENS ARE STUDYING A LARGE MONITOR SCREEN...
...THE ALIENS WERE GREATLY IMPRESSED BY RICK DANGEROUS' PROWESS...

BACK IN A FLASH FOR COMMODORE 64, SPECTRUM, AMSTRAD


...IGNORING THE FAT MAN, THE ALIENS PROCEEDED TO DISCUSS THE DETAILED STRATEGY OF THEIR IMMINENT TAKEOVER OF THE EARTH...
HEY, YOU'LL HAVE TO ELIMINATE RICK DANGEROUS TO HAVE ANY CHANCE!
..BUT YOU'LL HAVE TO UNTIE ME FIRST, IF YOU WANT ME TO CO--OPERATE...
'COS I KNOW EXACTLY, WHERE TO FIND HIM!
O.K.. IT'S A DEAL, FAT ONE...
PARLIAMENT SQUARE..
The Late Night Sitting
FULLY LICENSED
..'EVENING JOSE, THE USUAL TABLE, PLEASE.
'EVENIN,' SENOR DANGEROUS,... SENORITA..

ATARI ST., COMMODORE AMIGA, TANDY AND IBM PC COMPATIBLES.

To Be Continued....

JOIN THE LOTUS ELI

WIN A DAY DRIVING AROUND IN A LOTUS WIT

VROOM! Now that Gremlin have unveiled their superb Lotus Esprit Turbo SE Challenge (reviewed last issue, and received a whopping 94%), they've teamed up with the madcap motorway maniacs here at C+VG to bring you a competition that any would-be boy racer could only dream of!

What are we blithering on about? Well, it's simple. The winner, along with a friend or parent and a mystery madman from C+VG, will be sent on an all-expenses-paid day trip to the Lotus construction plant near Norwich, where they will see these amazing machines being built! Phew, sounds exciting dunnit?

Well, even more exciting than that, the winner will then be taken out for a slap-up feed, followed by a few dozen very fast laps around the Lotus test-track in an Esprit Turbo! If the winner is over 18 and has a full driver's licence, he or she can take the wheel, but if not they get a few dozen extra

I BRO

ITE

ITH GREMLIN!!

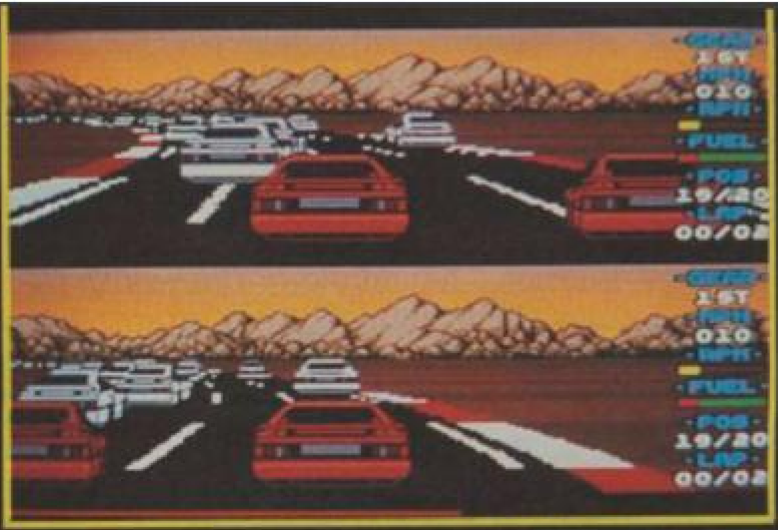
laps with one of Lotus' own test-drivers who will take the car to speeds of 140 mph or more! Aiee!

And even if you're not that lucky chappy or chappette, you could still have plenty of high speed thrills in store because Gremlin are giving away tickets to the British Grand Prix at Silverstone for the first five runners up!

What have you got to do? Easy peasy! Simply answer the following four Lotus-related questions, scrawl 'em down on the entry coupon then post it to:

I BET ROBERT AND GEORGE WOULDN'T MIND DRIVING
A LOTUS COMP, C+VG, PRIORY COURT, 30-32
FARRINGDON LANE, LONDON EC1R 3AU.

Get your entries in by 30th December, because that's when we pull the winning entries from our bulging sacks.



Question one:
In which Bond film did 007 drive out of the Mediterranean, tossing a fish out of the window of his white Lotus Esprit?

Question two:
Which type of Lotus shares its name with a classic space trading game?

Question three:
If you found yourself in "the lotus position" what would you be doing? (And the answer is not "sitting in the front seat of a sports car")

Question four:
How many wheels has the average Lotus got, excluding the spare wheel and steering wheel?

I RECKON I'M SMART ENOUGH TO JOIN THE LOTUS ELITE, AND HERE'S THE PROOF!

1 ....

2 ....

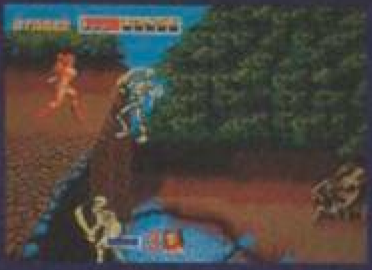
3 ....

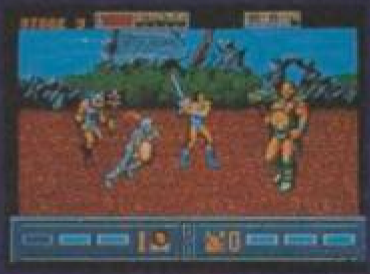
4 ....

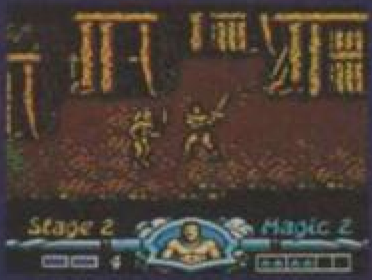
NAME: ....
ADDRESS: ....
....
....
AGE: ....

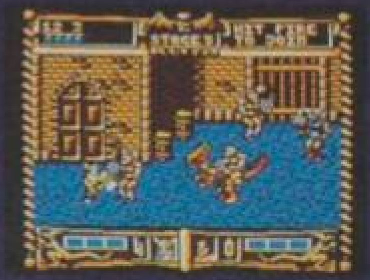
I HEREBY, HERETOFORE AND HEREWITH DECLARE THAT I AM OVER 18 AND POSSESS A FULL DRIVING LICENCE, HONEST, SIGNED:

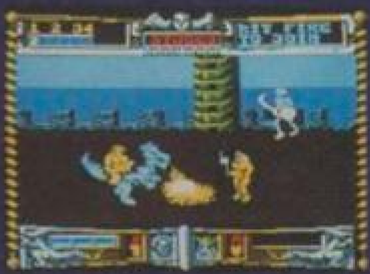
....

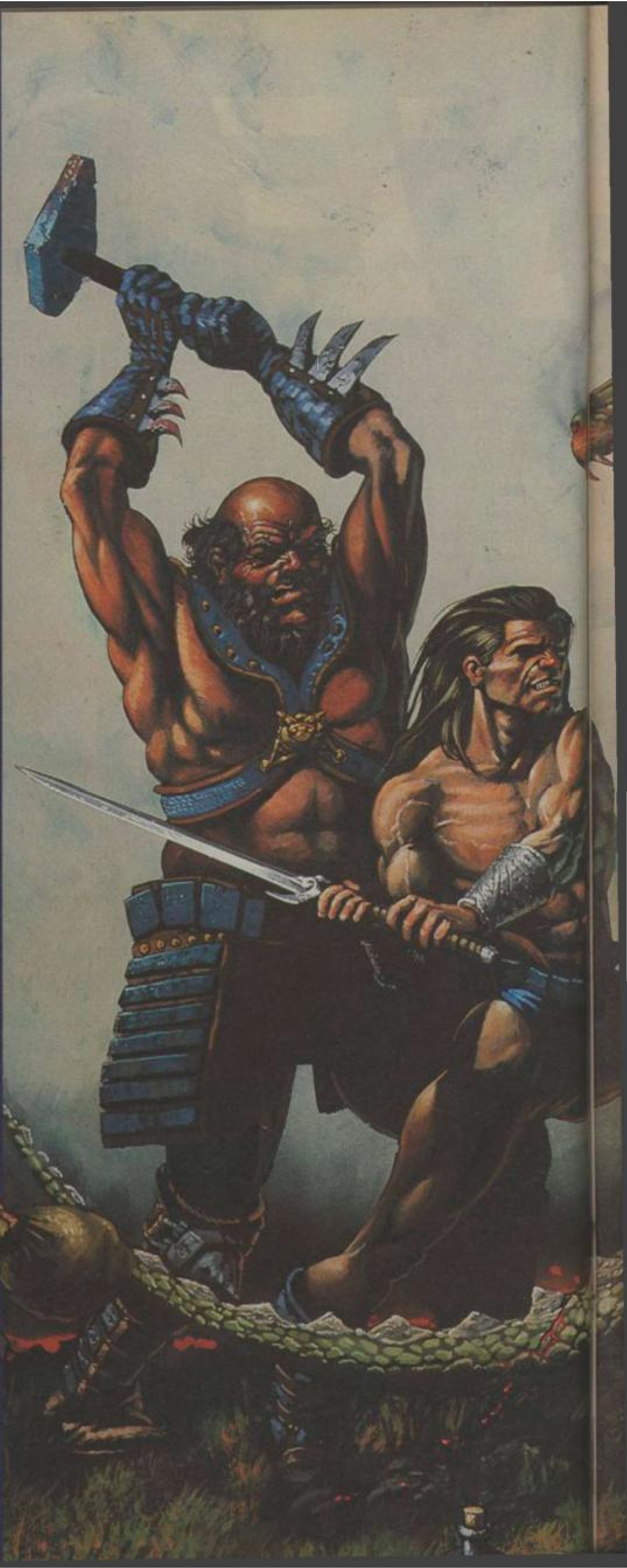

Amiga

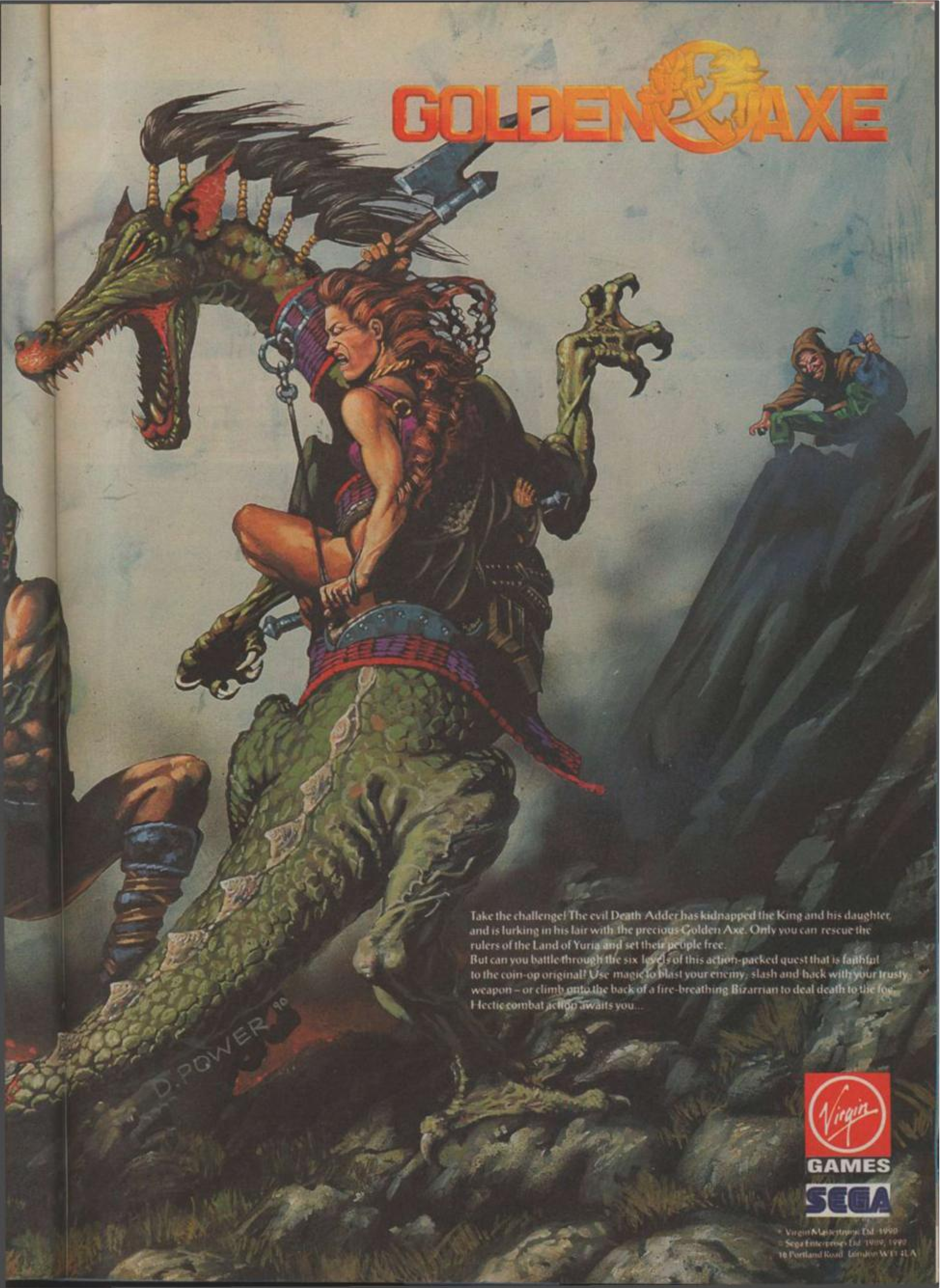

Atari ST


Stage 2
Magic 2
Commodore 64


Amstrad CPC


Spectrum





Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Hectic combat action awaits you...

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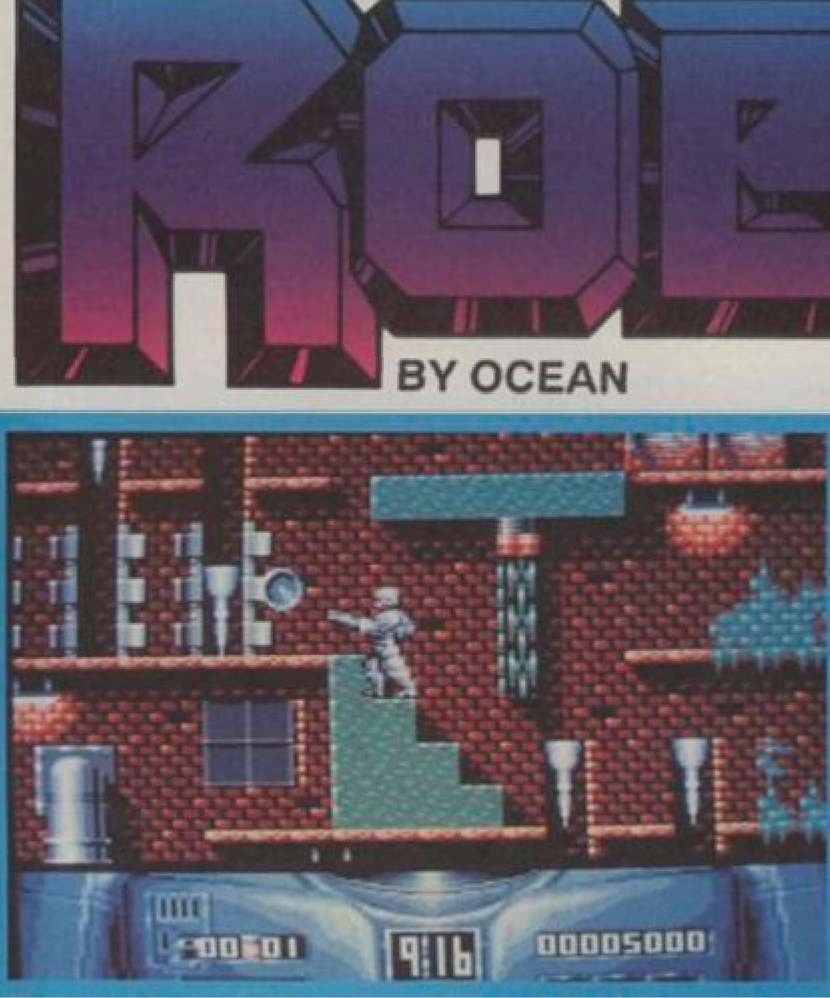
© Sega Enterprises Ltd 1989, 1990
16 Portland Road London W11 4LA

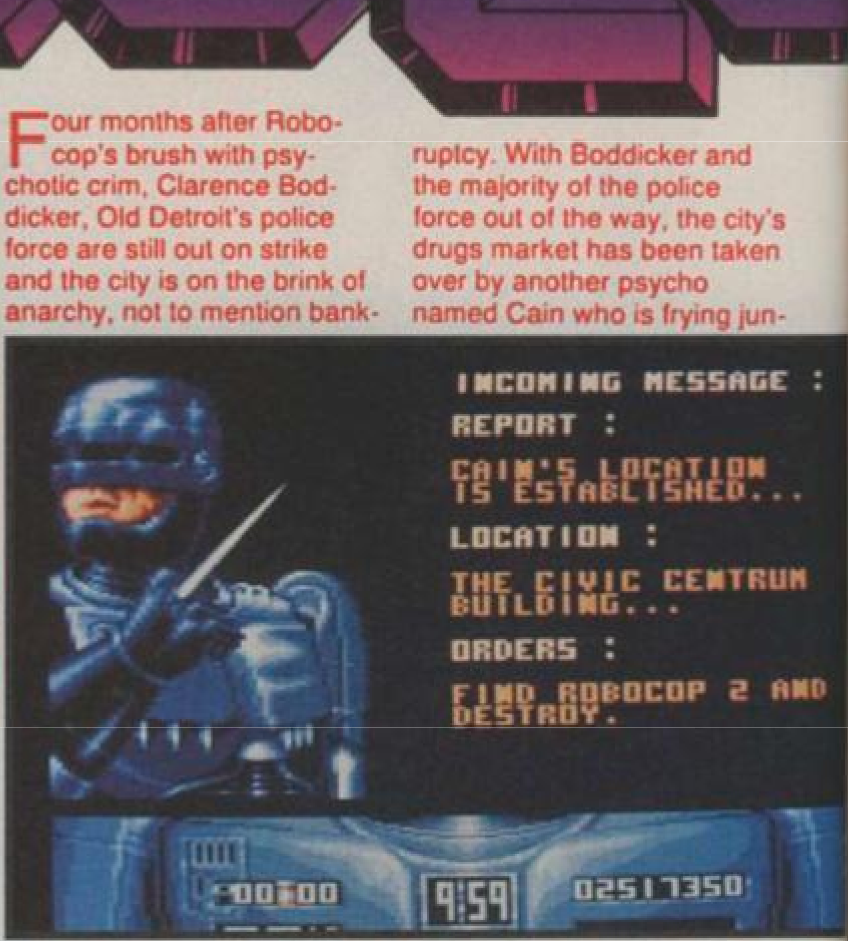
ROBOC

BY OCEAN

Four months after Robocop's brush with psychotic crim, Clarence Boddicker, Old Detroit's police force are still out on strike and the city is on the brink of anarchy, not to mention bankruptcy. With Boddicker and the majority of the police force out of the way, the city's drugs market has been taken over by another psycho named Cain who is frying jun-



The game starts with Robocop infiltrating Cain's Nuke production line at the River Rouge Sludge Plant. Though he's armed with his Auto-9 pistol, his main problem on this level is dodging between and jumping over the multitude of traps which Cain's lackies have installed to protect their investment. Some of Cain's men who would rather give themselves up than suffer Robo-wrath, are to be found quivering on the platforms, just waiting to be busted for bonus points.



INCOMING MESSAGE :

REPORT :

CAIN'S LOCATION IS ESTABLISHED...

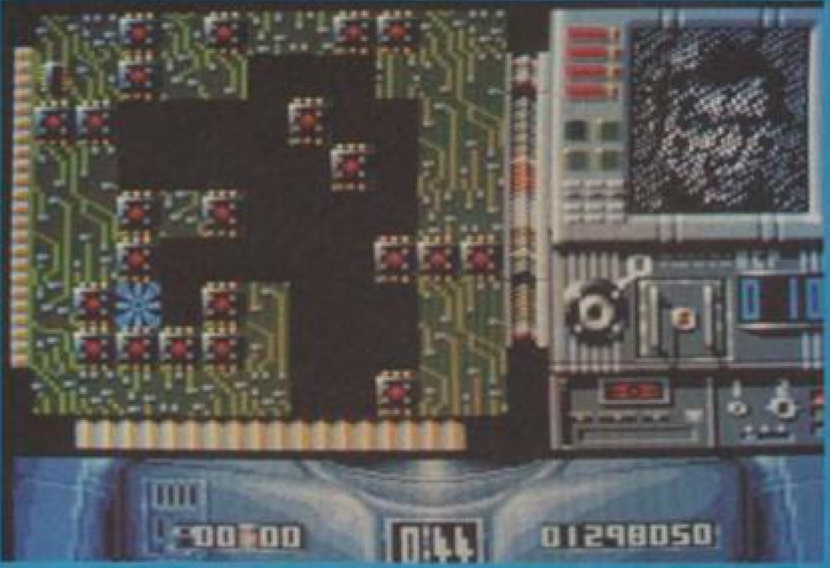
LOCATION :

THE CIVIC CENTRUM BUILDING...

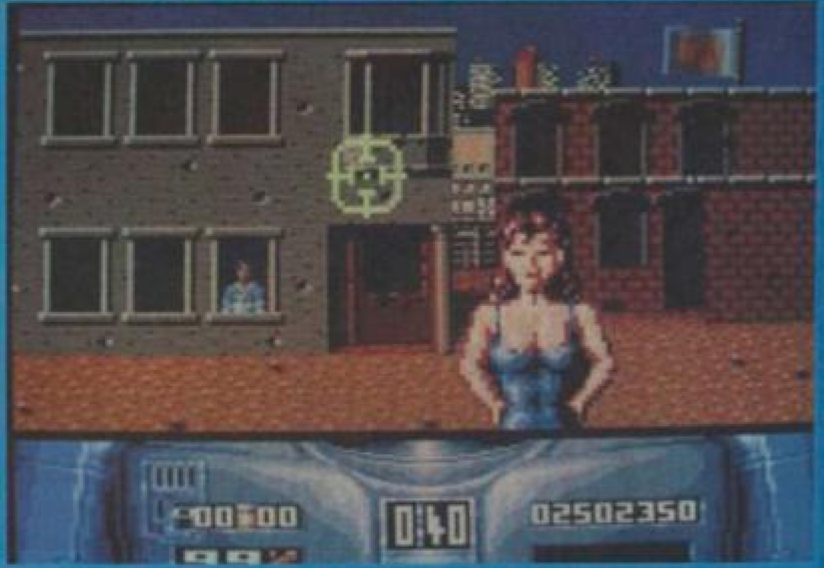
ORDERS :

FIND ROBOCOP 2 AND DESTROY.

▲ *Robocop gets his orders here.*



In the first puzzle sequence, Robo has to hunt through his circuits and destroy the microchips inhibiting his memories of his former self, Alex Murphy. As the cursor travels around the circuit board, it destroys anything it touches, including the circuit board, so you have to work out how to touch each of the small chips without having to double back on your trail. As each chip disappears, the image of Murphy reforms in the microscreen at top-right.

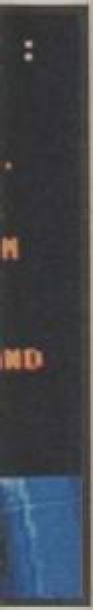


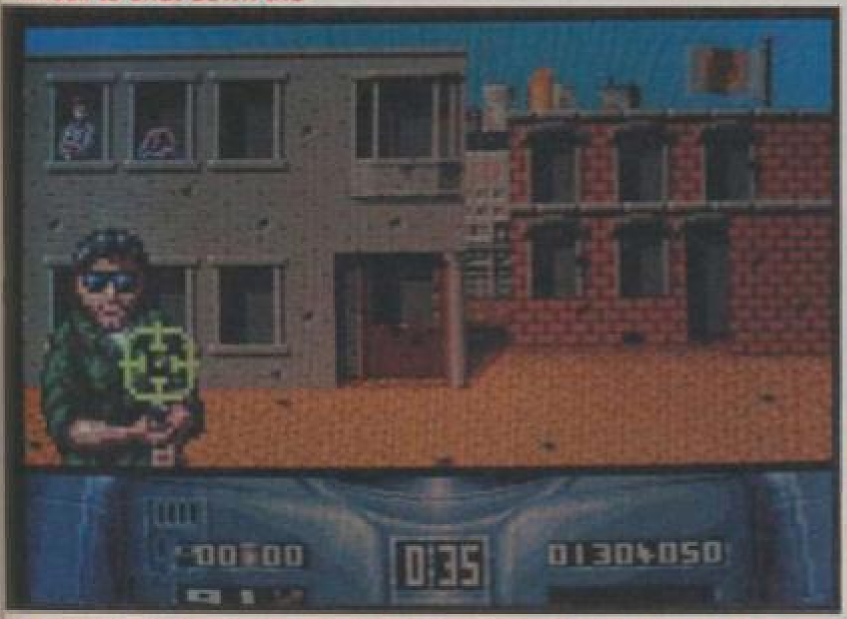
With all this heavy combat, Robo often finds his targeting system needs recalibrating, so he is sent to the police shooting range. Targets pop up all over the screen, and Robo has to blast as many as he can before they disappear. Watch out for the law-abiding citizens, though, as each one shot reduces Robo's score when the timer runs down!

OP 2

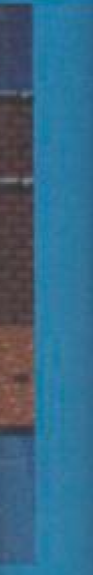
kies' brains with a super-addictive designer drug called Nuke.

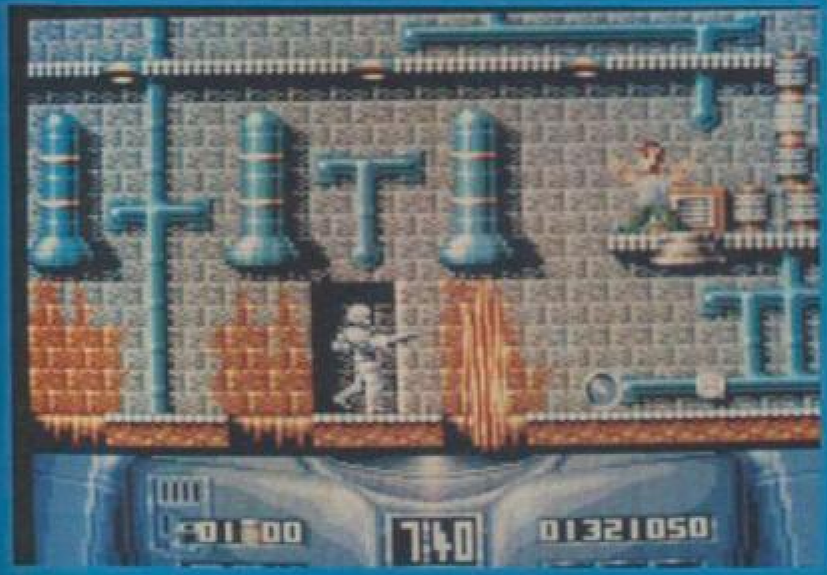
Robo, being the hardest cop on the Force (with the strike on, he's the only cop on the Force) takes it upon himself to shut down the





▲ *Recalibrate your target computer in an Op Wolf shoot out.*





The second platform section is set in the Tokugawa Brewery, which is doubling up as Cain's Nuke storage plant. Again, there are plenty of dangerous traps to dodge, and crims to arrest for bonus points, but the ultimate goal is to find the actual storage facility and destroy it!

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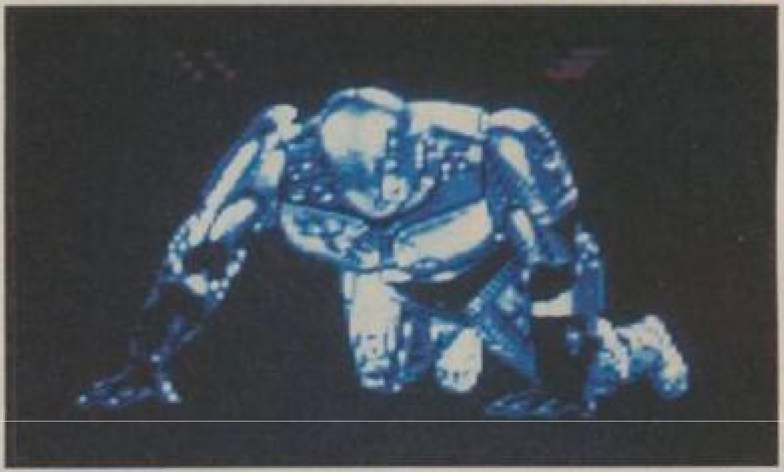
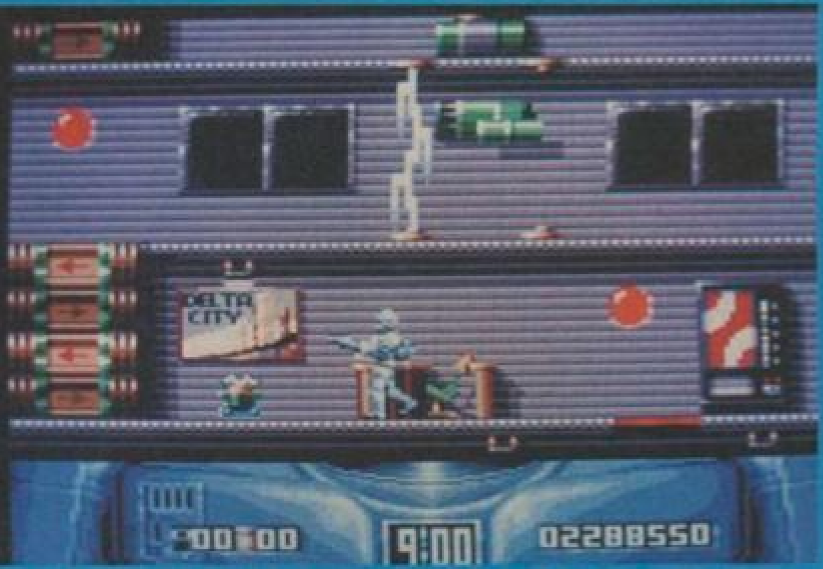
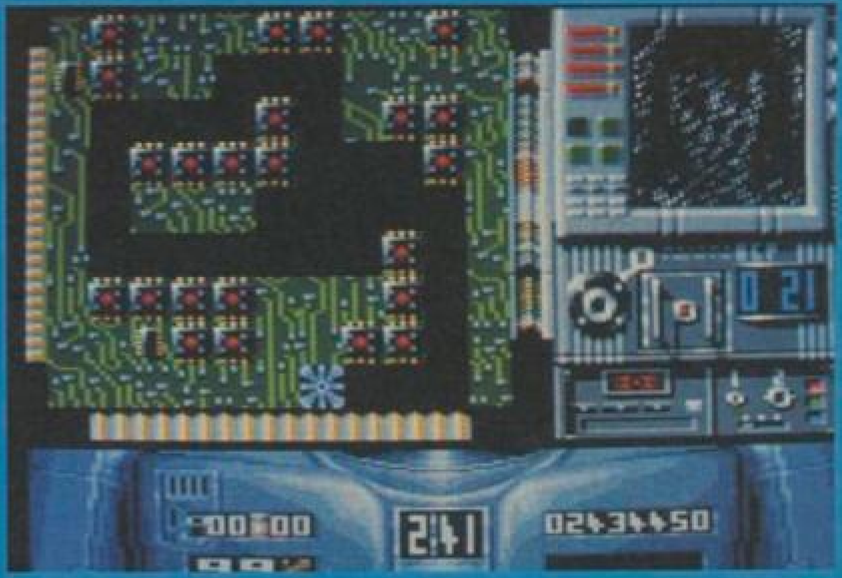




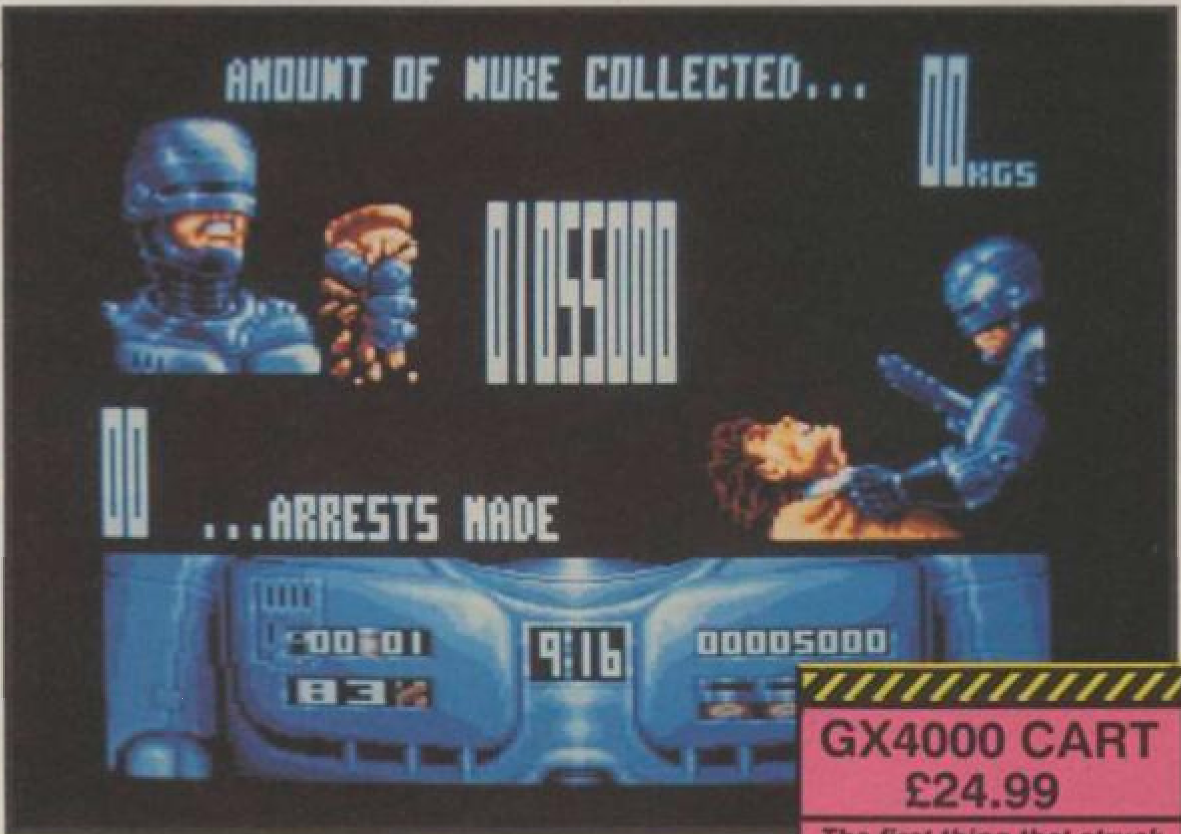
After a nasty accident with a motorcycle, Cain is dead, but his brain has been installed in OCP's new Robocop 2 unit. To make things even worse, its brain is smashed out of its, er, brain with Nuke, so the machine goes into a real psycho strop. In this final level, Robo has to search the Civic Centrum Building for Robocop 2 then deactivate it, while leaping over spikes, electric security beams and nasty little robots.



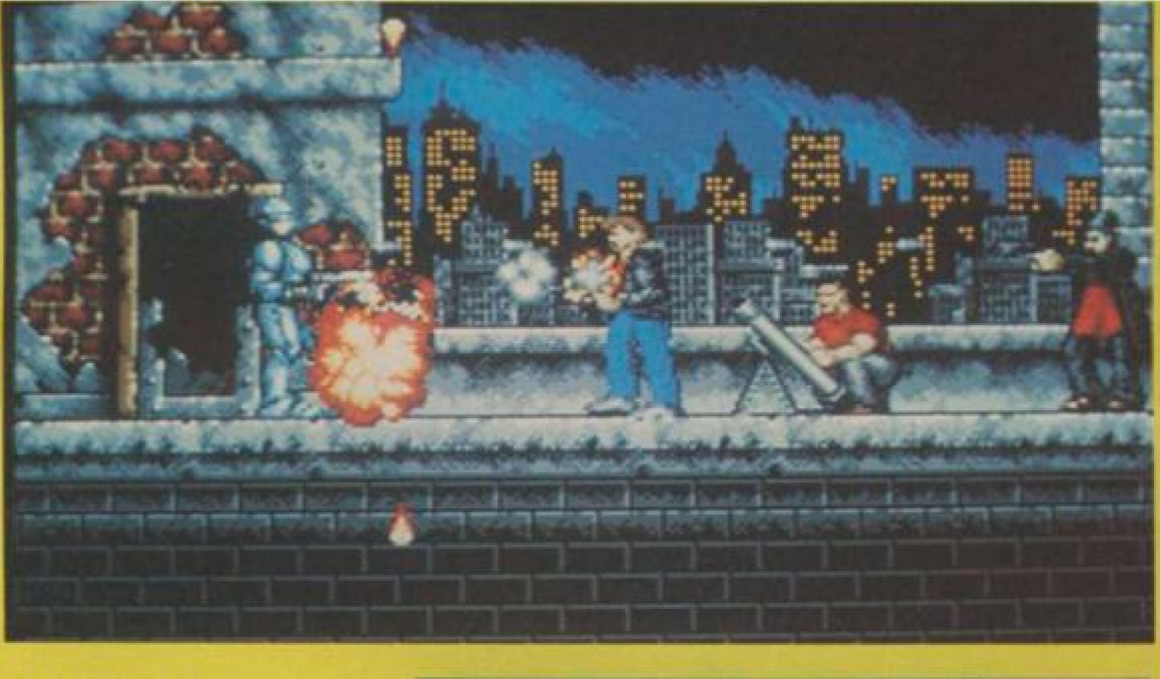
Another puzzle sequence which plays exactly the same as the first one, but this time around, Robo has to reconstitute his memories of Alex Murphy's wife. Looks like this board is almost complete!

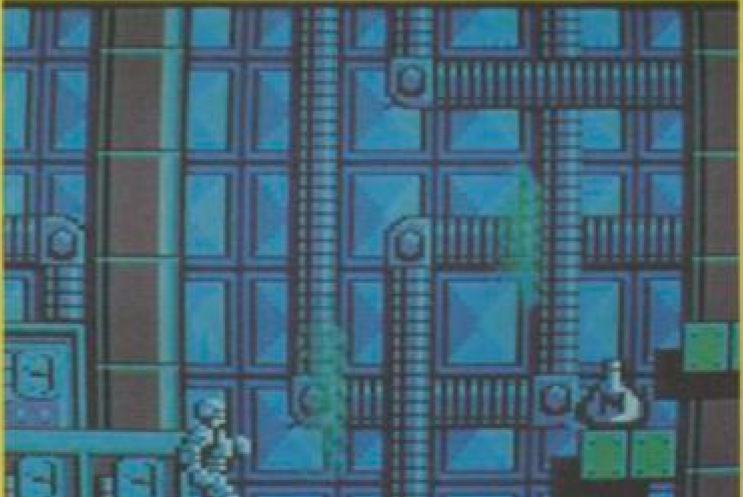
Nuke production lines and clap Cain in irons as well. But the investigation is complicated by the re-emergence of Robo's human feelings, and the production of a new Robocop - an emotionless supercyborg which is rather more ruthless in it's law enforcement methods...

Not surprisingly, you take control of the chromium copper himself, and bringing justice to the troubled streets of Old Detroit is all down to your own joystick skills. Crime is everywhere, so keep your autopistol cocked and you should be able to stay out of trouble (or something).



Robo gets angry with dealers. ▶





UPDATE

Robocop 2 will be appearing on ST and Amiga (pictured) priced at £24.99, as well as Spectrum (£10.99 for cassette and £15.99 for disk) and C64 cartridge (also pictured) at £19.99. The platform sections on the 16 bit versions comprise more blasting than dodging, but apart from that the games are pretty much alike. Expect all versions to be on the streets by the start of December.

GX4000 CART
£24.99

The first thing that struck me about Robocop 2 was the very nice graphics - it makes really good use of the GX4000's colour capabilities. The other plus point is that because the whole game is on cartridge, the lack of a long-winded tape multiload makes it much easier to enjoy it. The actual structure of the game isn't too far removed from that of the original Robocop game, insofar as it mixes action sections with puzzle games and a target shoot-out, and the formula works almost as well as it did before. The only problem I actually had was with the Amstrad joypad, which made getting those essential diagonals a little tricky. On the whole, though, this is a pretty good movie licence which is sure to be a big hit with the new breed of software-starved Amstrad owners.

PAUL GLANCEY

GRAPHICS	85%
SOUND	79%
VALUE	80%
PLAYABILITY	80%
OVERALL	80%

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IT'S THE MASTER MIX from SEGA™

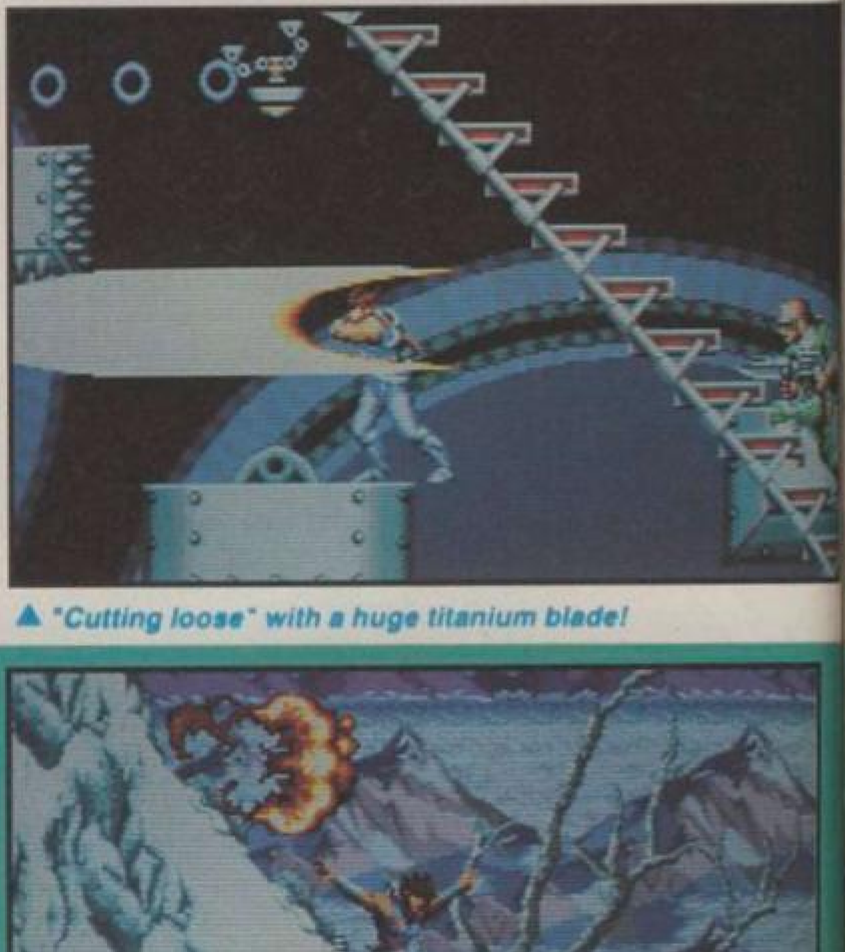
STRIDER

BY SEGA

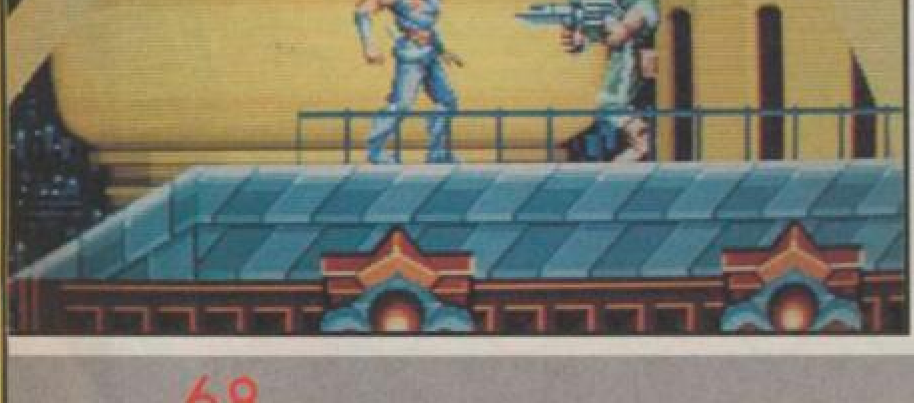
C+VG HIT!

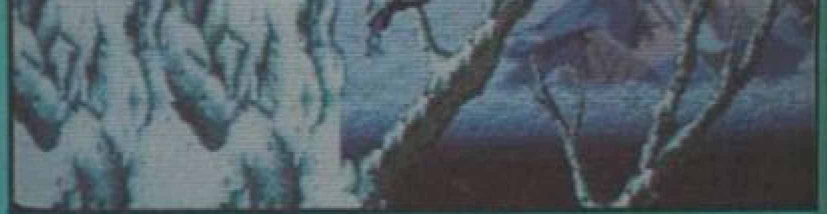
A Communist power has seized control of Eurasia, aided and abetted by mysterious beings from another planet. There can be only one person who can sort out this mess and that particular hero is Strider Hiryu, gold medal winner of 2048 AD Mr Gymnast competition. Strider has been taken "raw" from his years of concentrated training and, armed only with his electro sword, he is boldly going forth to kick some alien ass behind enemy lines.

But it's a voyage of carnage, destruction and doom that will take him through five levels of eight-way scrolling terror and only the fittest (and the most athletic) will survive to confront the alien leader.



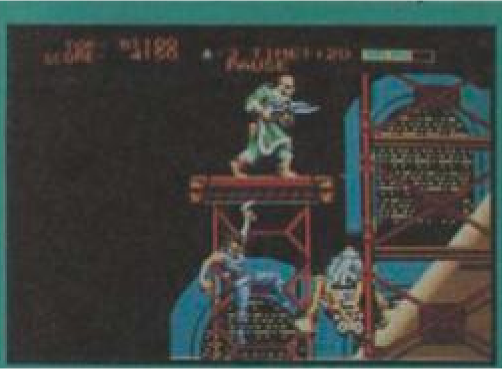
▲ *"Cutting loose" with a huge titanium blade!*

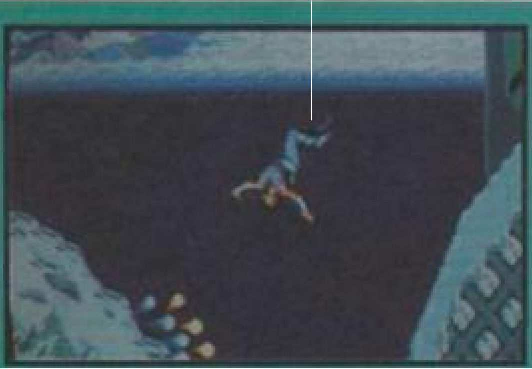


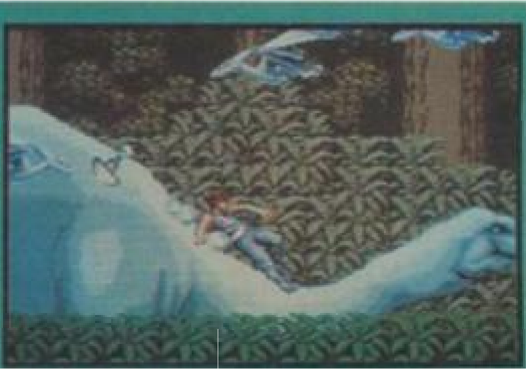


TRANS-SIBERIAN EXCESS

There are five enormous stages crammed into Strider. In the first you hang-glide into Red Square, letting commie minions eat titanium death, before moving your death-laden antics into the Kremlin. Then it's off to deal napalm death to an enemy complex lo-

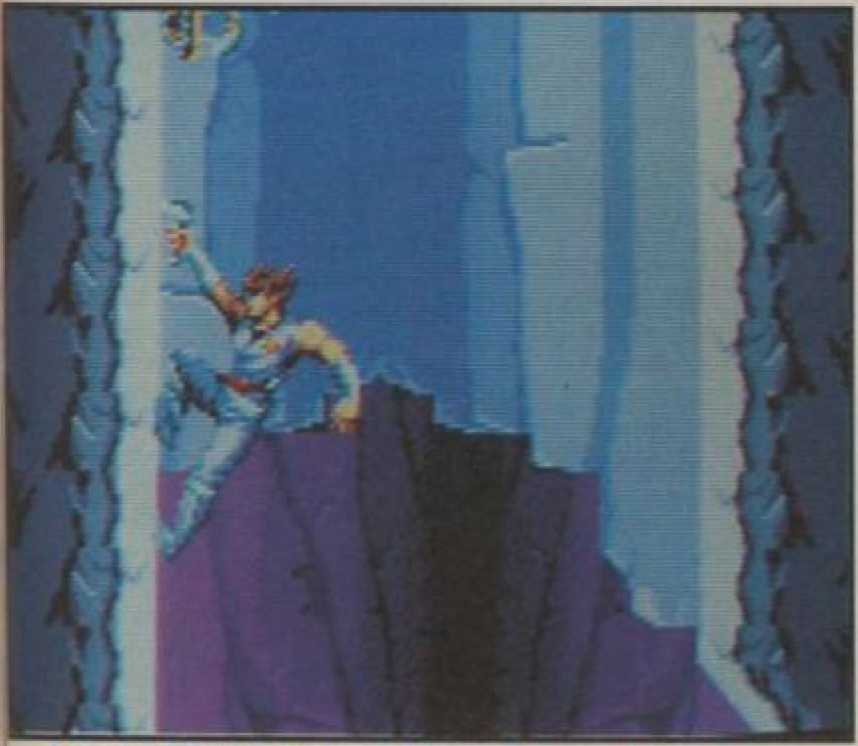




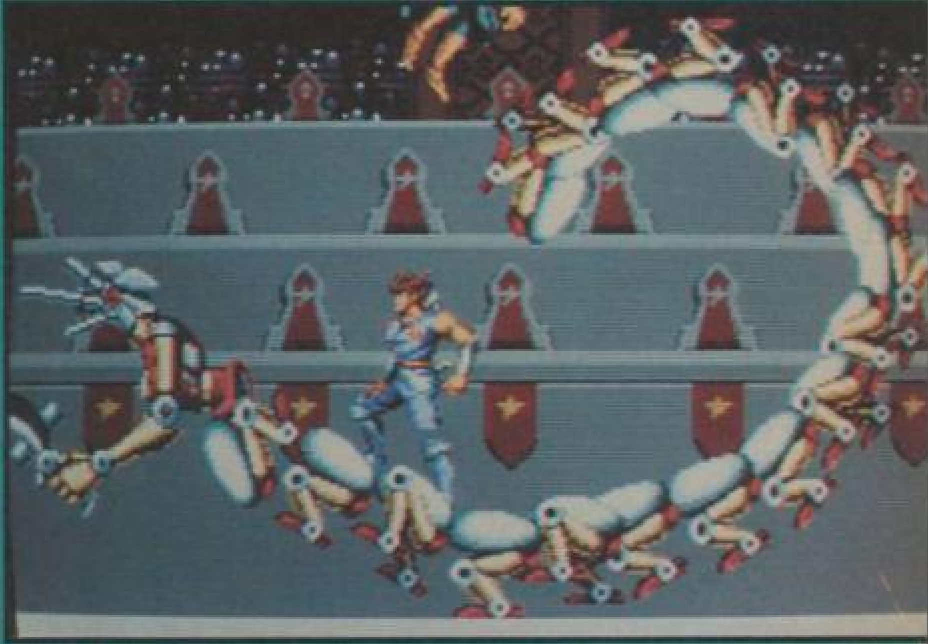


ATHLETICS ANONYMOUS

Strider has a number of athletic moves in his repetoire. He somersaults, leaps, and "hangs tough" on any protruding scenery, and one touch of the up-direction on the joypad will move him up to the next platform. Also, for Strider, read Slider! Pulling your joypad down and pressing the jump button will make Strider slide in the required direction and with the aid of his razor heels, "cut up" the opposition!

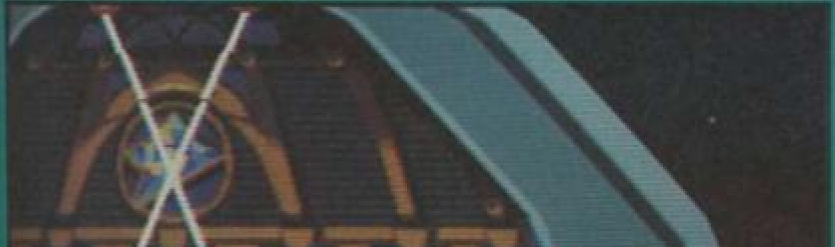


▲ A cold Siberian ice-tunnel can be climbed with ease.

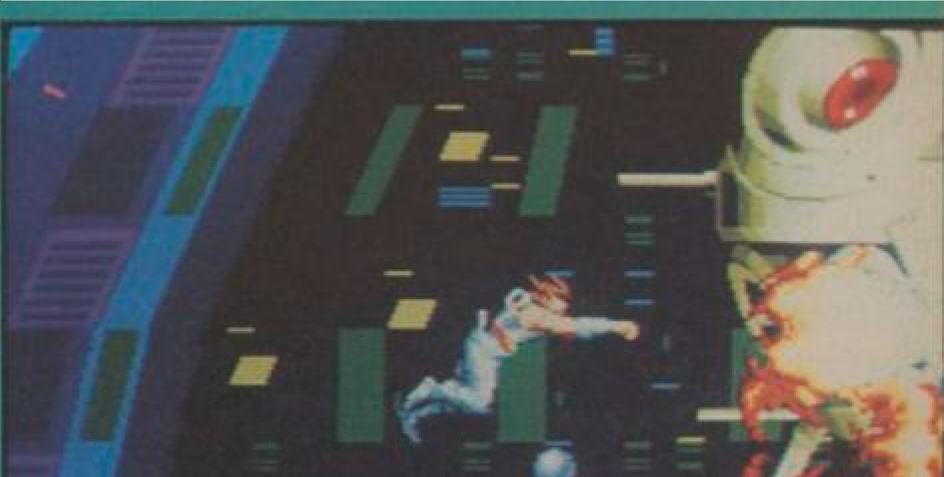


BOSS BUSTERS

At the end of each level, Strider has a pretty nasty surprise as the Communist "swine" have planted terrifying guardians to show him the door to doom! Look out for the Kremlin Snake, a whip-wielding maniac, a robo-dinosaur and the aliens' head honcho! Arrrgghhh!



cated on the slopes of Siberia, and following that, a huge enemy air-ship has to be destroyed. Strider's trail of destruction isn't over though, and primitive rain-forests are his next port-of-call before the final confrontation in the enemy's heavily-defended stronghold.



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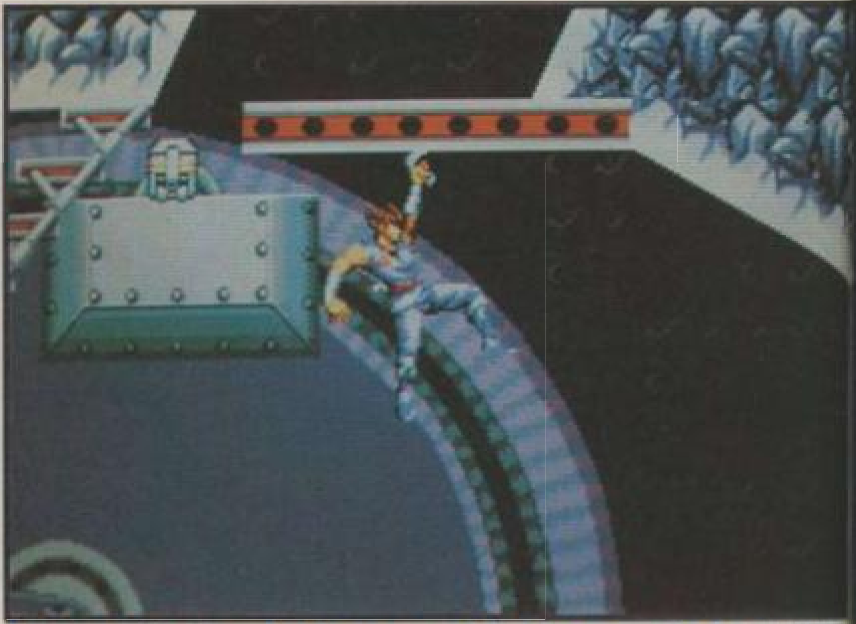
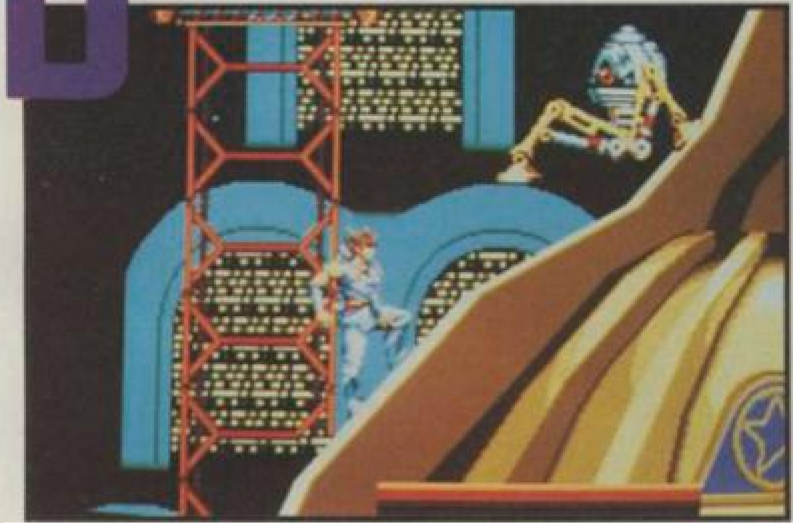
STRIDER

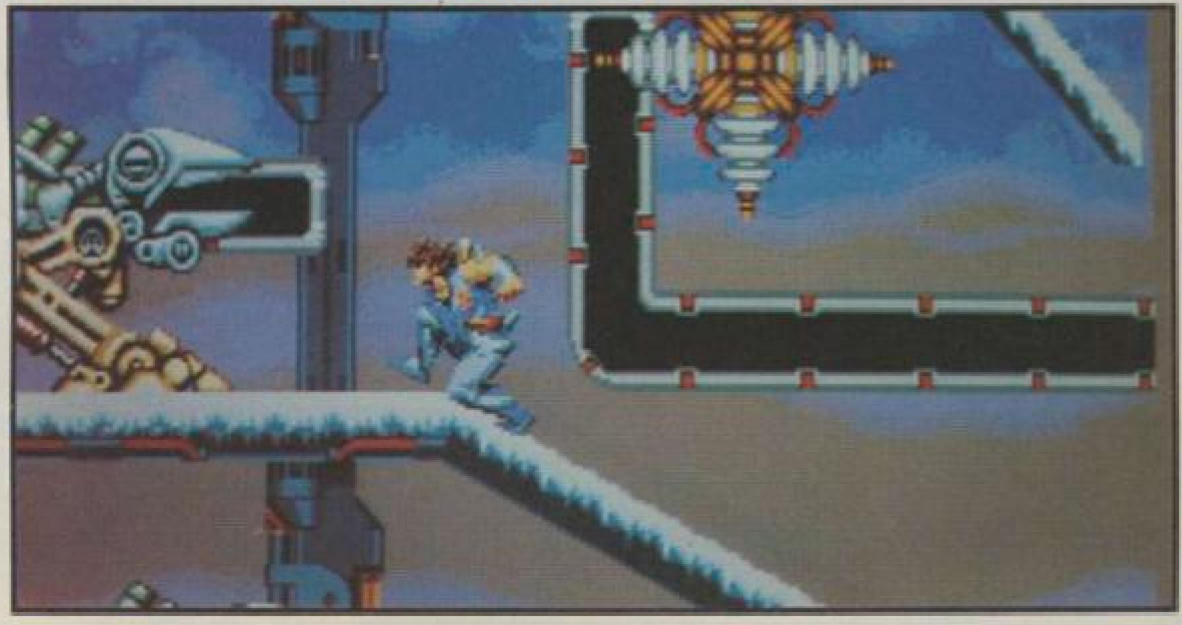


▲ He may look cool at the moment, but in a couple of seconds.



▲ Scaling the side of the Kremlin with our striding hero.

▼ ED-209 lookalikes are just one more foe for Strider.



THANK YOU!

A big "thank you" to PC Engine Supplies for lending us the Strider cart. Call them on (0782) 712759 for all your console requirements!

MEGADRIVE
£41.00

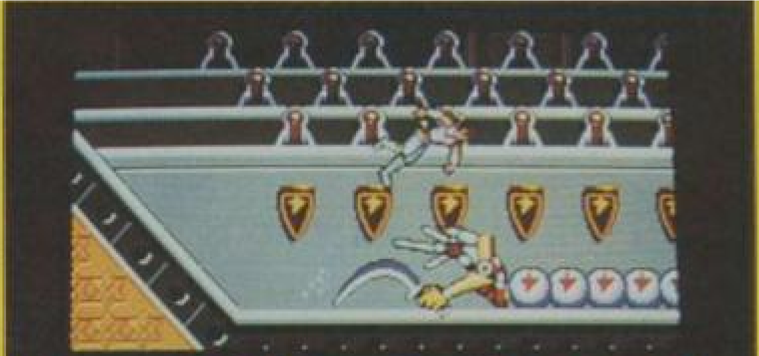
There's no denying that Strider is somewhat on the expensive side, but then again, that always seems to be the case with the best Megadrive carts available - and Strider certainly fits into that category. We've consulted experts on the matter and the word is that Megadrive Strider IS arcade Strider! The graphics (check out those wonderful screen shots!) and sound are exactly the same as the arcade, as is the brilliant playability. We're talking about an utterly fantastic platform game here - definitely the greatest yet seen on Sega's 16 bit wonder machine! You're pretty much getting three thousand quid's worth of arcade machine for forty one notes, so you can't really complain, can you? Buy it pronto and enjoy! I did!

RICHARD LEADBETTER

GRAPHICS	**96%**
SOUND	**94%**
VALUE	**93%**
PLAYABILITY	**97%**
OVERALL	**95%**

UPDATE

Strider has been out on the 8 and 16 bit systems for over a year and it wasn't tops (this is an ST pic). However, Strider 2 (reviewed this ish) is a big improvement. PC Engine Super Graphx owners should have a version of Strider in store real soon and there's even a Nintendo version available in the USA which should make it's way over here before long.

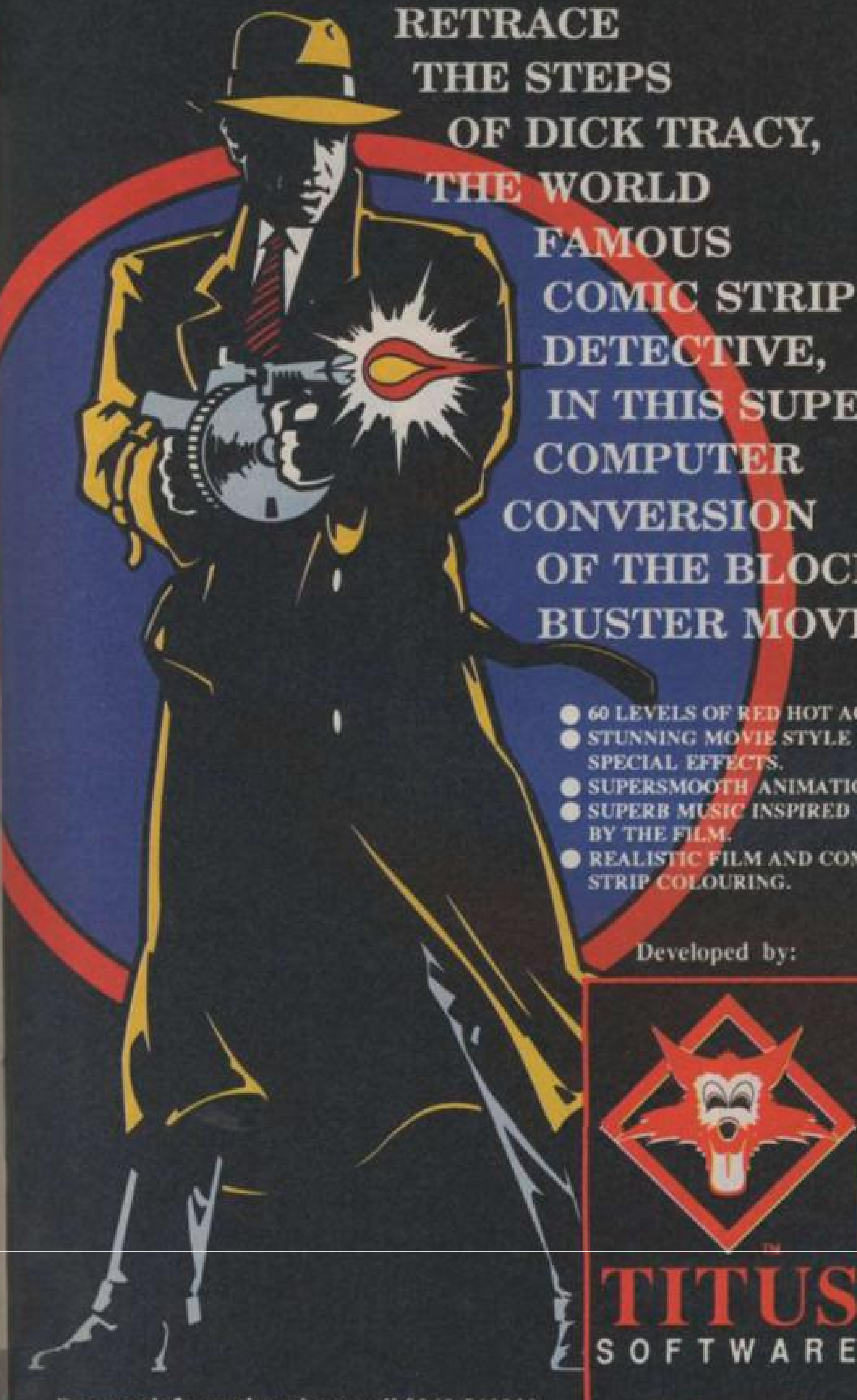


AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM

DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

THE COMPUTER GAME



RETRACE THE STEPS OF DICK TRACY, THE WORLD FAMOUS COMIC STRIP DETECTIVE, IN THIS SUPERB COMPUTER CONVERSION OF THE BLOCK BUSTER MOVIE.

It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.

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- STUNNING MOVIE STYLE SPECIAL EFFECTS.
- SUPERSMOOTH ANIMATION.
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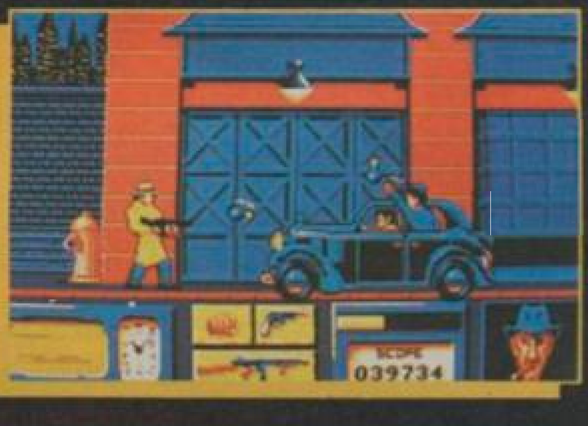
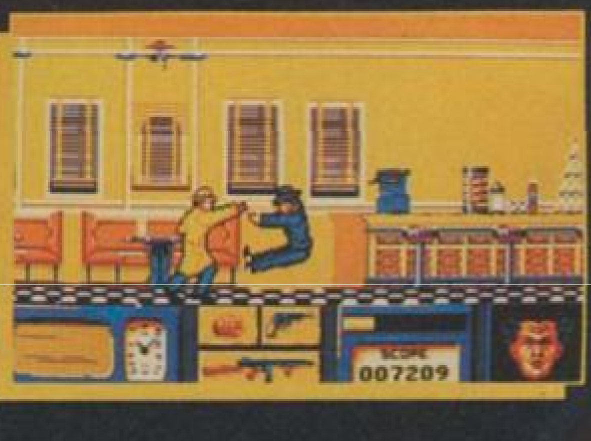
- REALISTIC FILM AND COMIC STRIP COLOURING.





Developed by:

TITUS™
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For more information please call 0268 541212

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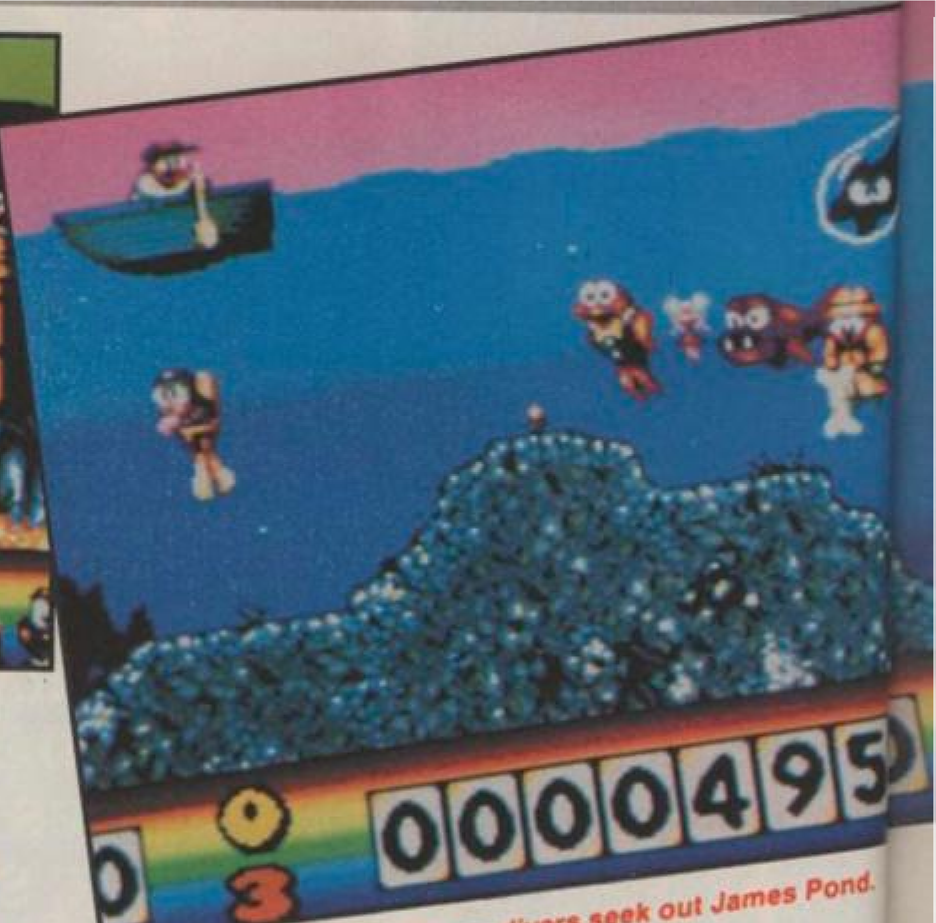
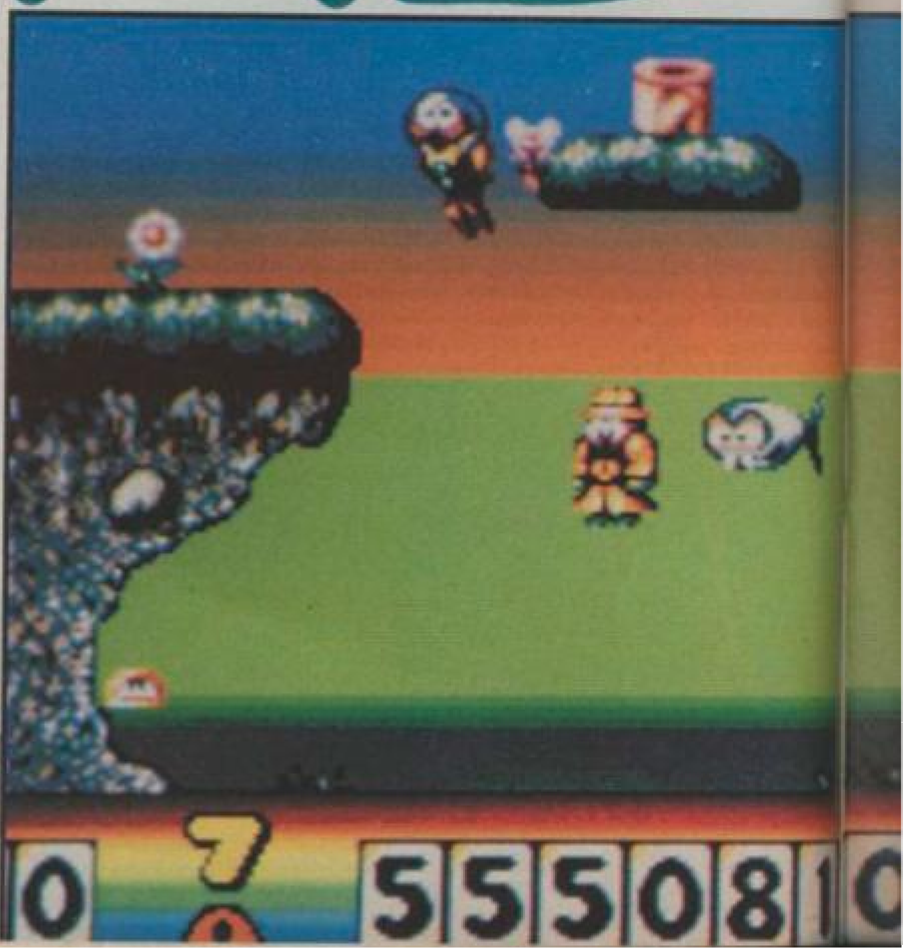


▲ Underwater divers seek out James Pond.

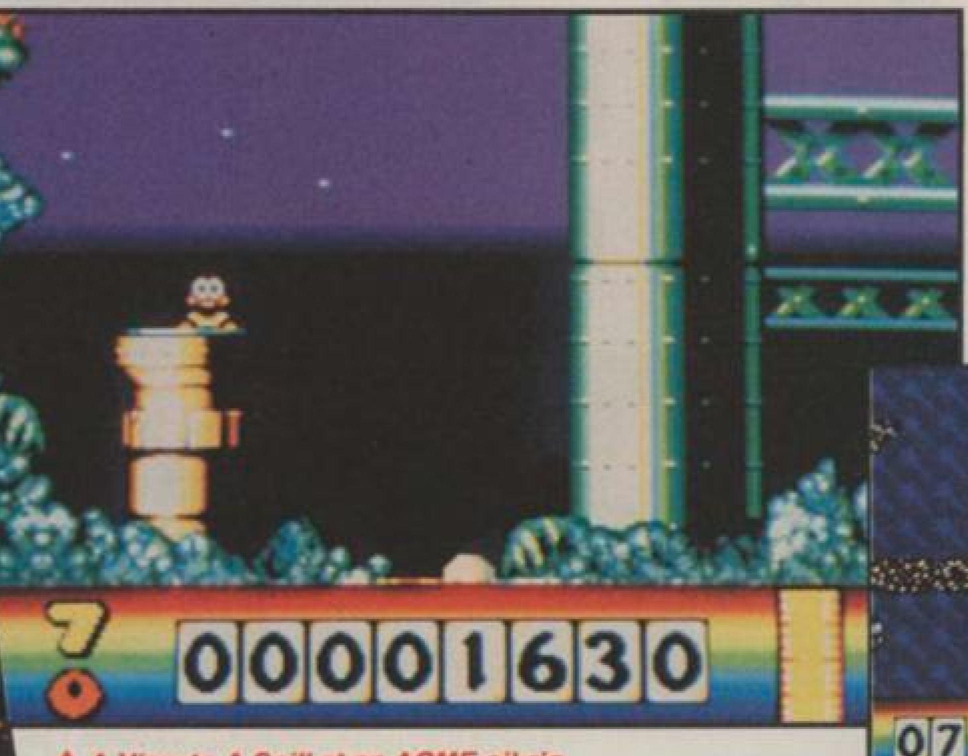
JAMES POND

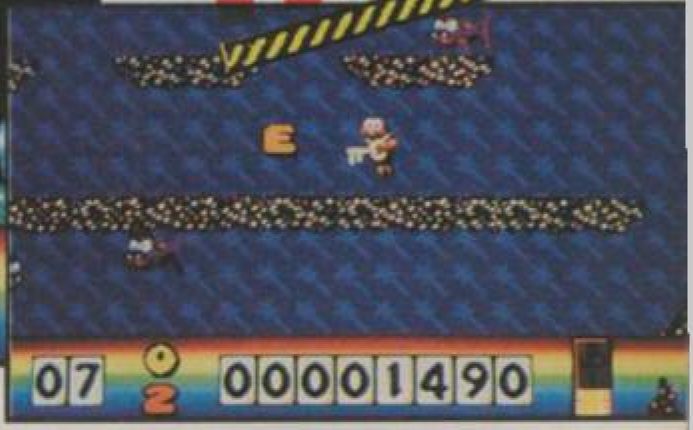
BY MILLENNIUM

▲ Pond leads the innocent fish to safety.



C+VG HIT!





▲ *A View to A Spill at an ACME oil-rig.*

ond.

Oh my Cod! Terror is stalking the icy darkness of the ocean deeps! The evil Dr Maybe is the culprit behind terrorist acts such as capturing innocent lobsters, molesting mermaids (!?) and corrupting the seas with toxic waste! Such evil can only be destroyed once and for all by a real hero. Enter James Pond - underwater agent (code number: double-bubble seven).

The player adopts the mantle of the eponymous Mr Pond at the beginning of twelve missions' worth of sub-aqua frolics. The heroic haddock's tasks are many and varied. In one mission he may be saving the ocean bed from a slow, agonising death by plugging up leaking oil tankers with sponges (?). In another he has to rescue seals from the clutches of Dr Maybe's Eskimo-dwarf henchmen. Luckily, Pond is licensed to bubble, and capturing enemies in bubbles makes them vulnerable to Pond's trained fins.

In the course of a mission, Pond get his fins on some of the most advanced fish-like goodies available in the world. Fairy wands make our hero invincible, bubble-gum will bubble all the enemies on screen at once and a heart will give Pond another life. Different coloured star-fish also endow Mr Pond with super-natural marine abilities such as increased bubble-power and super-speed.

Dr Maybe has amassed his forces for an all-out, final assault - and only James Pond can save the day (and presumably, the ocean).

UPDATE

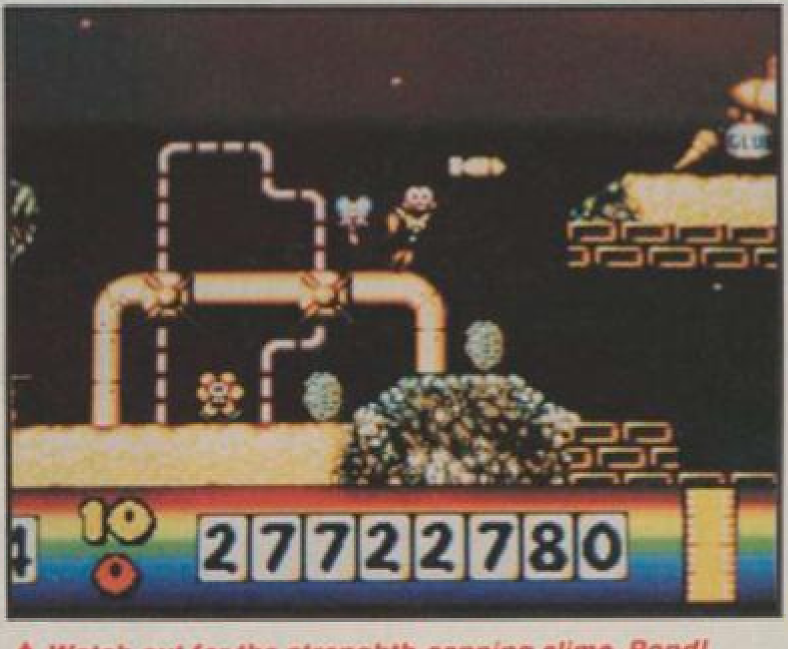
James Pond - Underwater Agent will also be making an appearance on the ST, priced at £24.99. Expect much the same game with slightly slower scrolling.

AMIGA
£24.99

Crikey! My eyes had to be stuck back into their sockets when I first caught sight of the brilliant graphics and super-smooth scrolling that James Pond has to offer! From the super-cute sprites through to the brilliant scenery (check out Pond's underwater home!), everything is a graphical feast to behold! The playability's fab as well, with plenty of different missions to keep you going (with groan-worthy titles as well - a View to a Spill is my fave!), and even stacks of hidden bonuses and rooms to find. This is a brilliant arcade adventure with a loads of laffs guaranteed. Go on, dive in!

RICHARD LEADBETTER

GRAPHICS	95%
SOUND	82%
VALUE	90%
PLAYABILITY	91%
OVERALL	90%



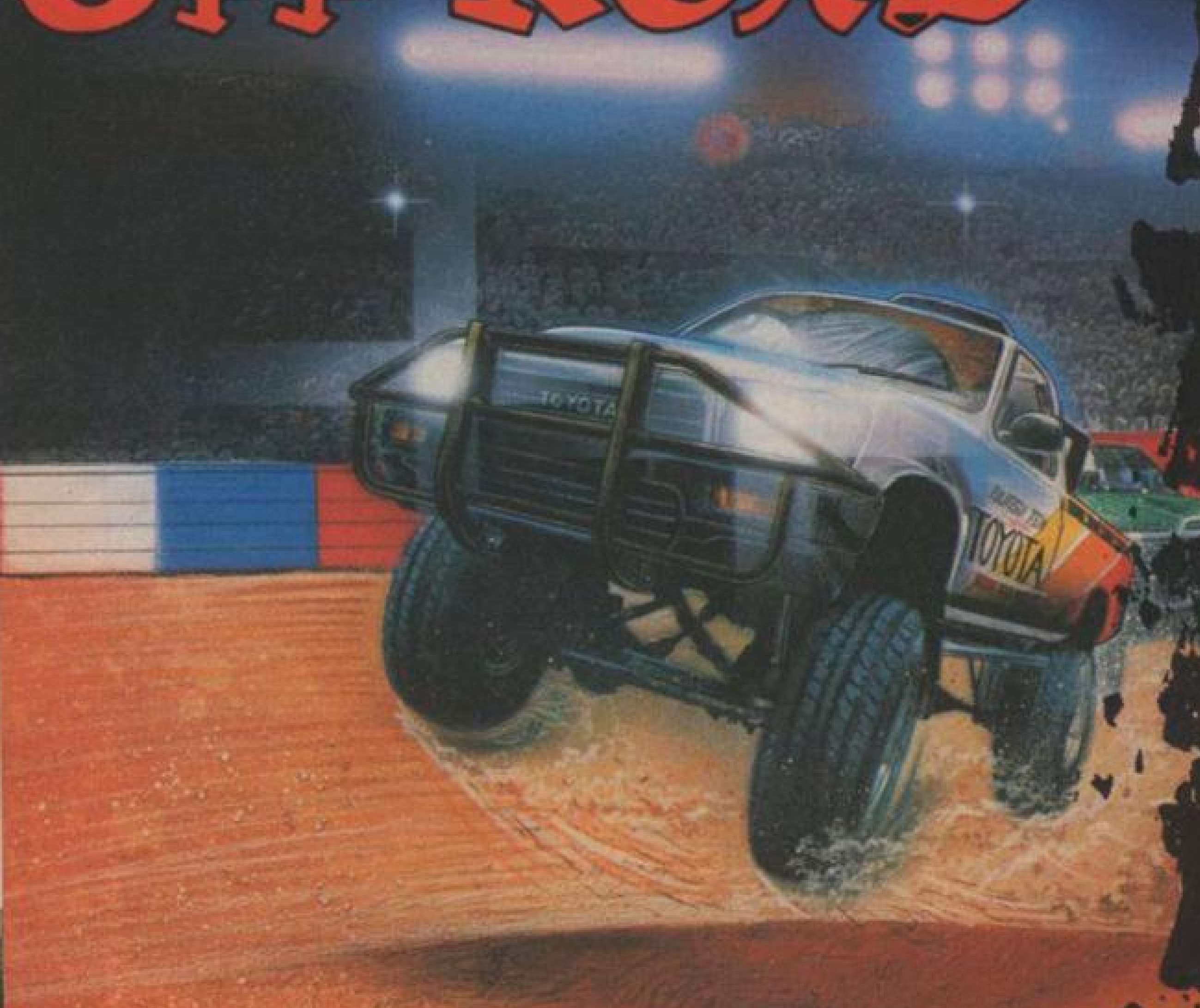
▲ *Watch out for the strenghth-sapping slime, Pond!*

IVAN 'IRONMAN' STEWART'S

SUPER

OFF ROAD

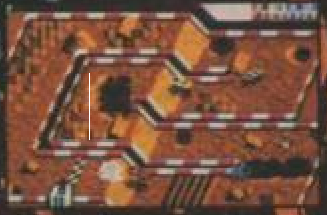
GRAB
THE WHEEL,
AND HIT
THE NITROS!



AMIGA

ATARI ST

IBM PC



C64

AMSTRAD

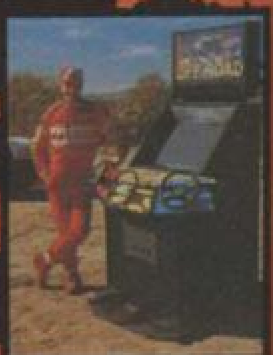
SPECTRUM

"Highly recommended" - The One

"Simply the best - and will be for a long while yet."
94% overall - C&VG

"Best overhead racing game on the market and a must for all racing fans." 92% overall - Sinclair User Classic

"A great game full of road wrecking fun."
90% overall - A Crash Smash



THE ARCADE
SMASH!
CONVERTED BY
GRAFTGOLD
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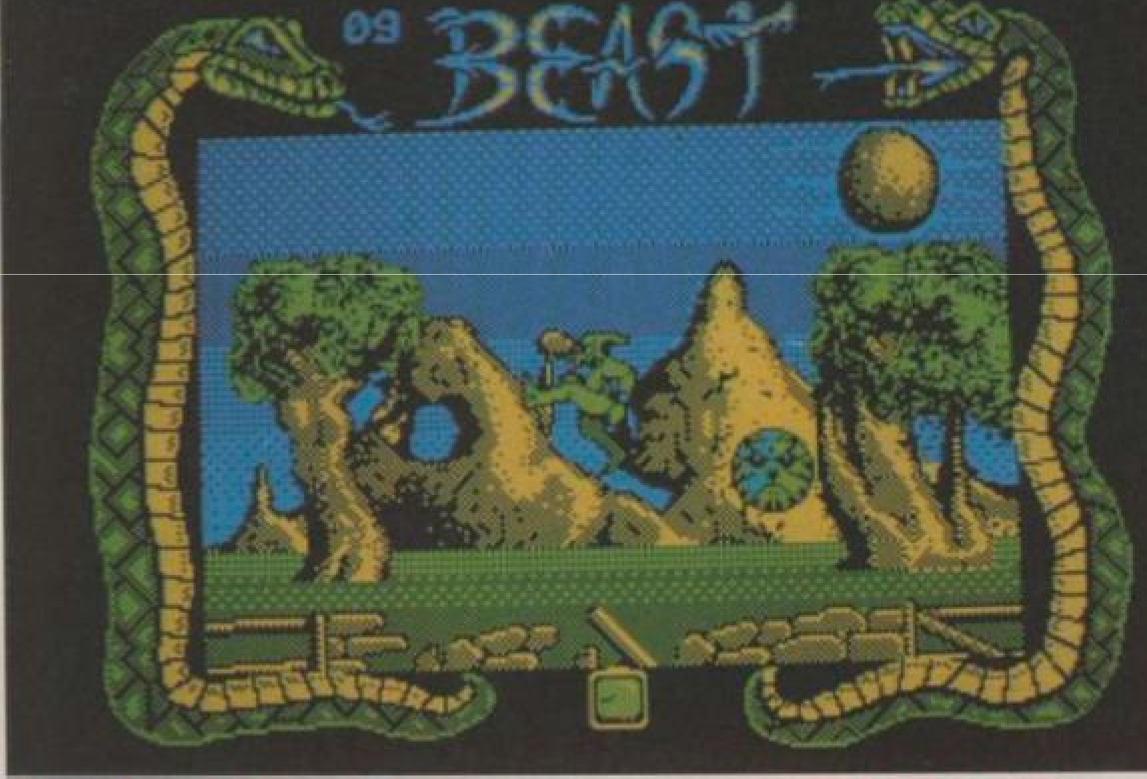


▲ Beast struts his thang in the forest level.

SHADOW OF THE BEAST

BY GREMLIN

They said it couldn't be done but they were wrong! The greatest Amiga demo of them all has been translated onto the Speccy and Amstrad! The game's scenario is pretty straightforward. A strapping young fellah-me-lad has been hideously deformed and enslaved by the Beast Mage, and now it looks like the slave wants revenge on the master!

The player adopts the mantle of the Beast in question and travels through an eight-way scrolling landscape in his quest to bring down the evil mage and give some of his minions a good kicking at the same time. The Beast's quest takes him through many levels of danger and pulse-racing excitement including a haunted forest, a castle full of crazed ghouls and a disused well - with the promise of adventure and terror at every turn!

UPDATE

Beast is also coming to the C64 - this time courtesy of Ocean! Take a butcher's at the preview section for the full story...

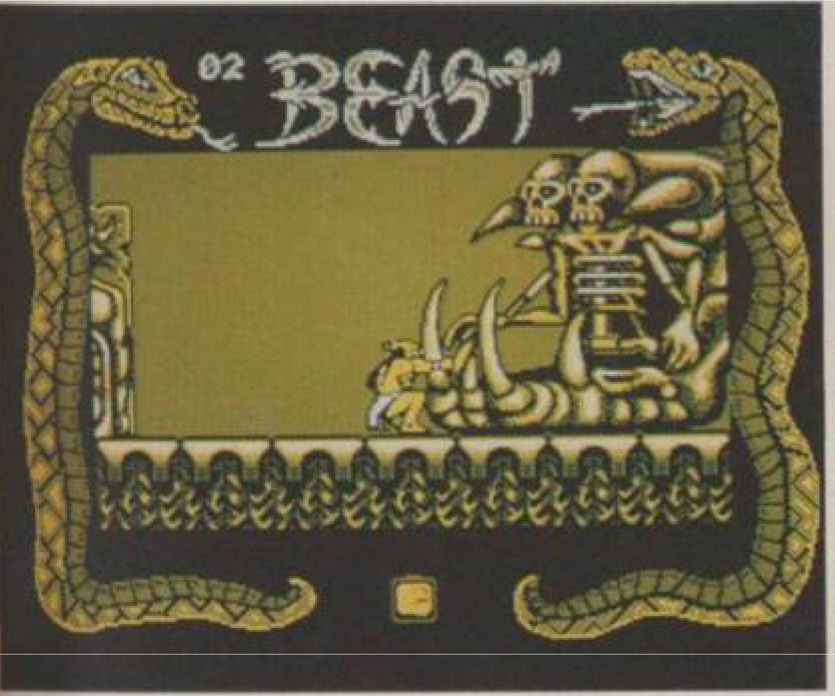
AMSTRAD £9.99

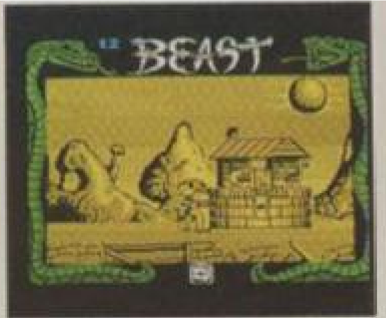
Let's not beat about the bush - the Amstrad version of Shadow of the Beast is flippin' good! There's a huge amount of detail crammed into the parallax-scrolling backdrops and the four colour high resolution graphics work really well. The sprites are big and bold and finely detailed - make no mistake, Shadow of the Beast is a bit of a looker. As in the Amiga game, the running-about-and-punching-things action is a bit on the simplistic side, but there are a few unambitious puzzle elements to activate the old logic centres every now and again. Admittedly, it's hard to imagine a better conversion than this, but as a game Shadow of the Beast is still lacking that extra oomph that would make it a classic. Go get it if you like the looks of the Amiga game.

RICHARD LEADBETTER

GRAPHICS	92%
SOUND	65%
VALUE	81%
PLAYABILITY	80%
OVERALL	**82%**

▼ This end-of-level guardian yields to a few well-placed laser bursts.



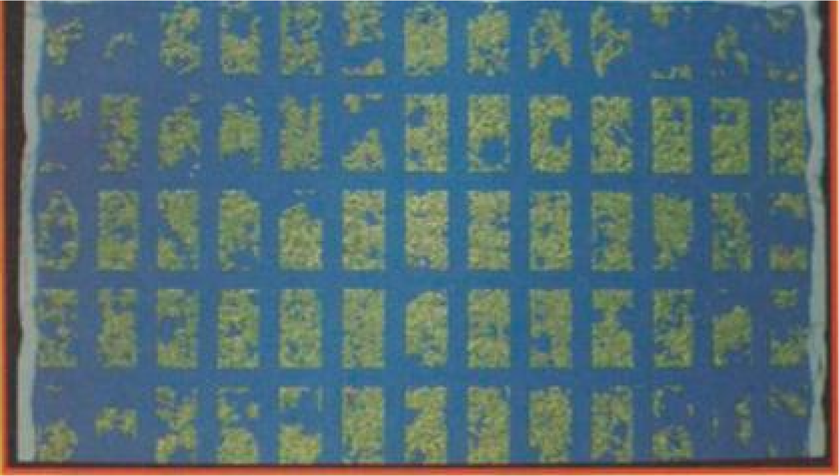


SPECTRUM £9.99

A monochromatic version of the Amstrad game and just as good.

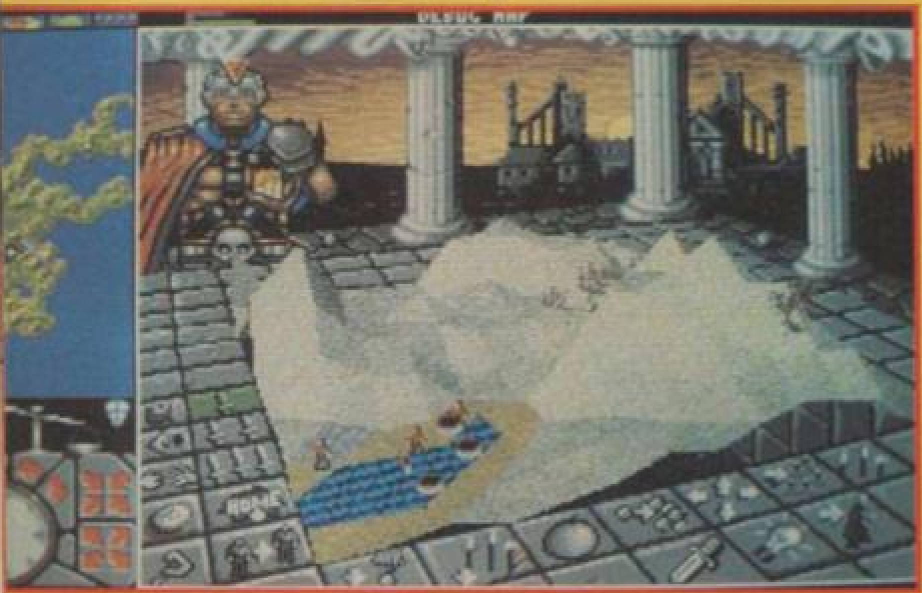
OVERALL 83%

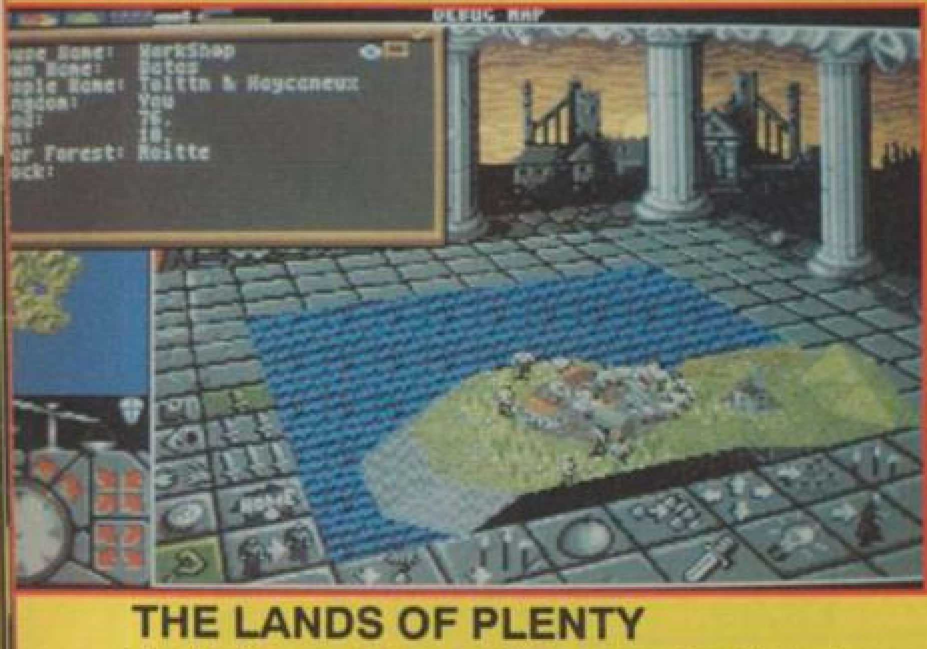
POWERM



WONDERFUL WORLD OF POWERMONGER

Unless you choose to start on a random landscape, the campaign begins on the top left island, then when that one is conquered you can move to any adjacent one. There are 195 worlds in all - that's a lot of conquering





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THE LANDS OF PLENTY

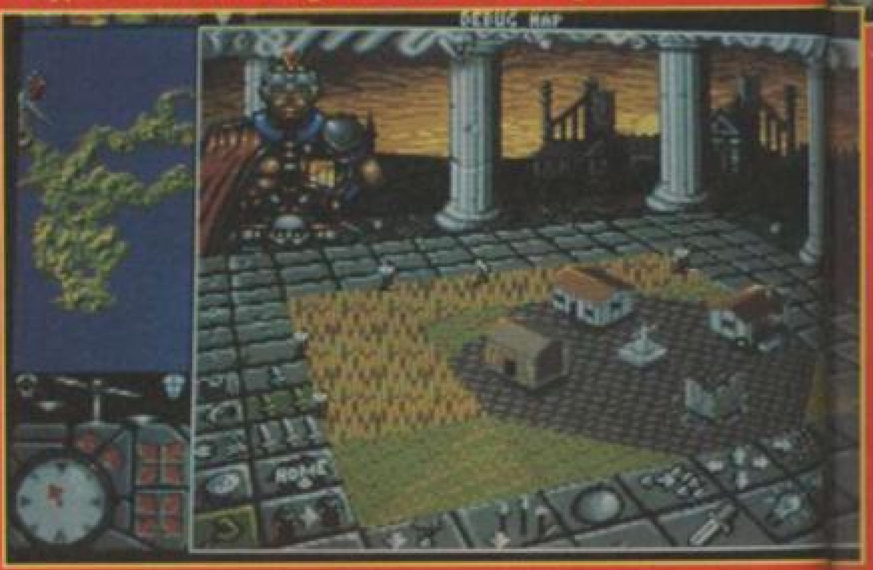
The key to survival is to reap the goodness from the land you have. As well as inventing weapons, your blacksmiths must invent ploughs to till the land and boats to cross the rivers. Crops are need to feed the hungry, and sheep rearing is essential for clothing and meat.

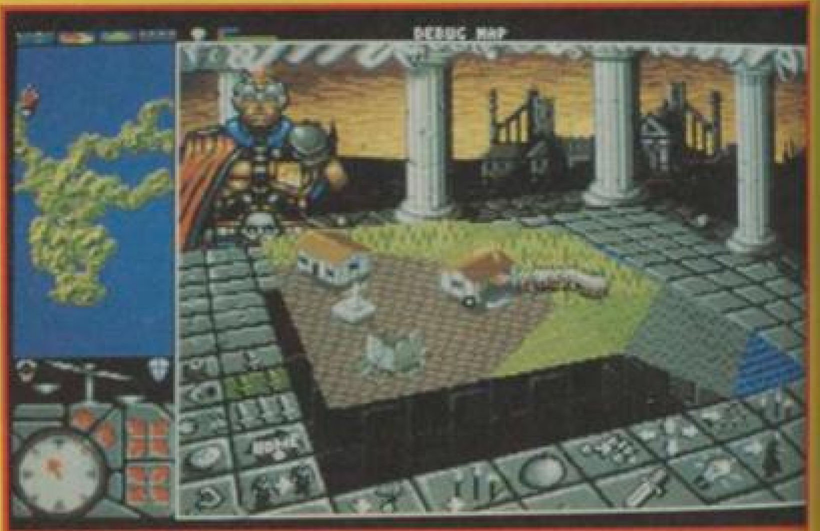
BY ELECTRONIC ARTS

C+VG HIT!

Your rule was fair and just. Your fate may not be... You were once the proud and powerful king of Miremer, a bounteous paradise where crops grew in abundance, sheep roamed the hills and everyone was happy. But things have changed. Terrible earthquakes have ravaged your fair kingdom, mountains have collapsed on your great cities and Miremer is now but a distant memory.

▼ *Typical Autumn village life in PowerMonger.*

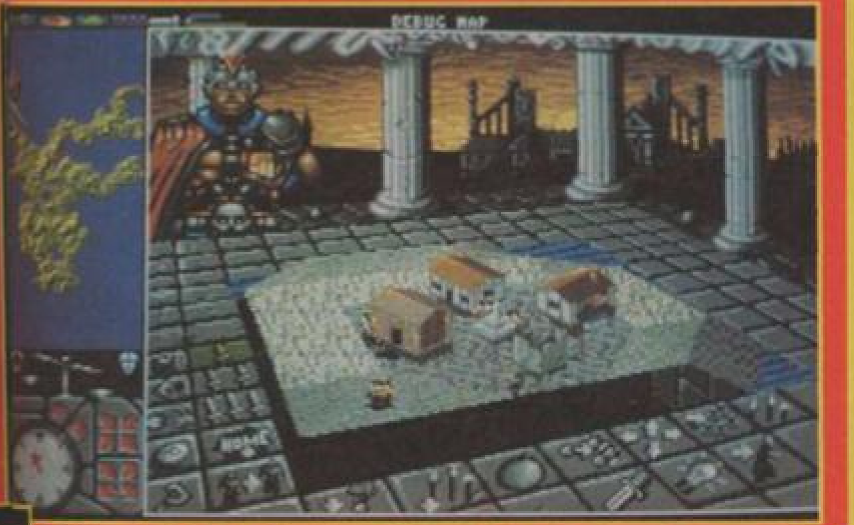




CIVILIAN SKILLS

Civilian life has an essential bearing in your aspirations of world domination. You are more likely to be able to invent better wea-

MONGER

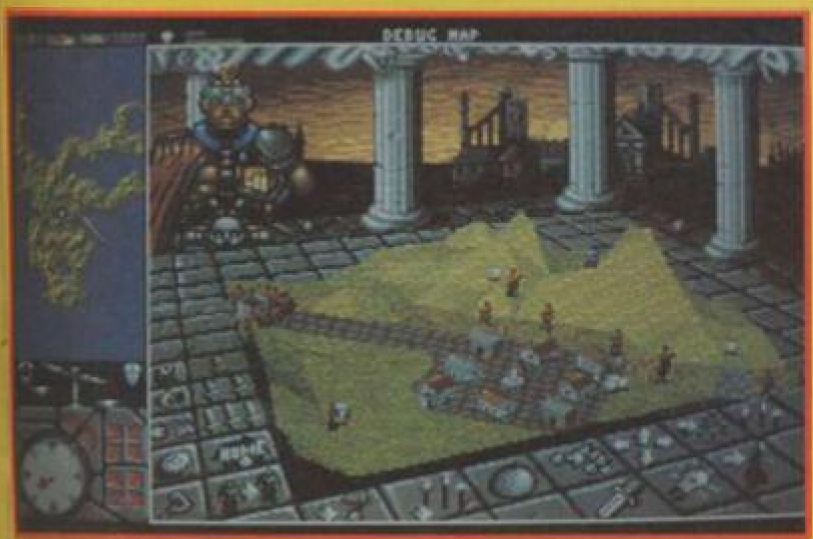


▲ *Winter strikes a farming village. Time to invent something?*

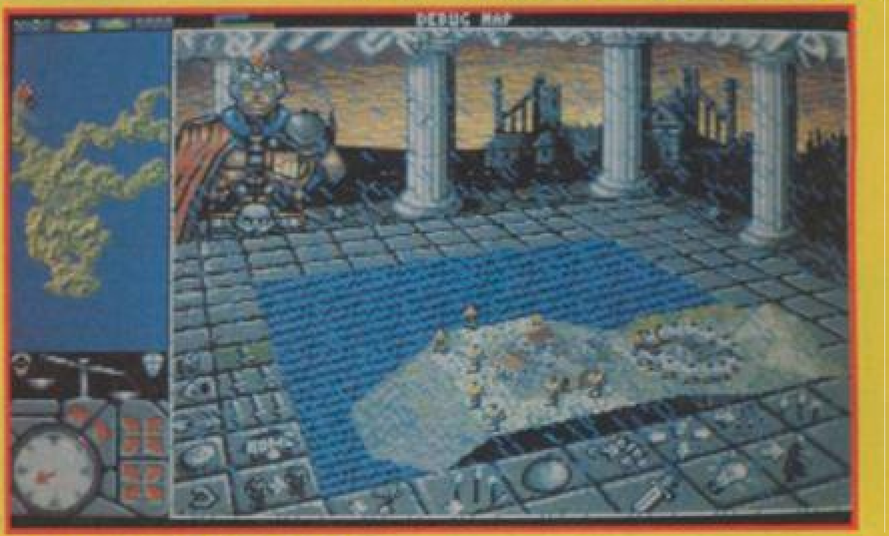
Fortunately you managed to escape. As the last seismic upheaval turned Miremer into a lava-covered hellhole you managed to escape to the oceans with a few civilians and your elite corps of fighter warriors.

The journey was long and fraught with danger, but after many days of tireless searching and fine seamanship, an island paradise similar to Miremer was discovered, boasting fair weathers and fine soils. This was the place to start afresh, of that there was no doubt. The only problem is that this new land is already colonised...

You could surrender yourself and your men to the natives here, but that is not the style of a born leader, or a king. Your task is simple. This land is yours and you must conquer it, by fair means or foul. But your tiny settlement is easily outnumbered by the natives. Skill and cunning must be used. Your men could pillage small

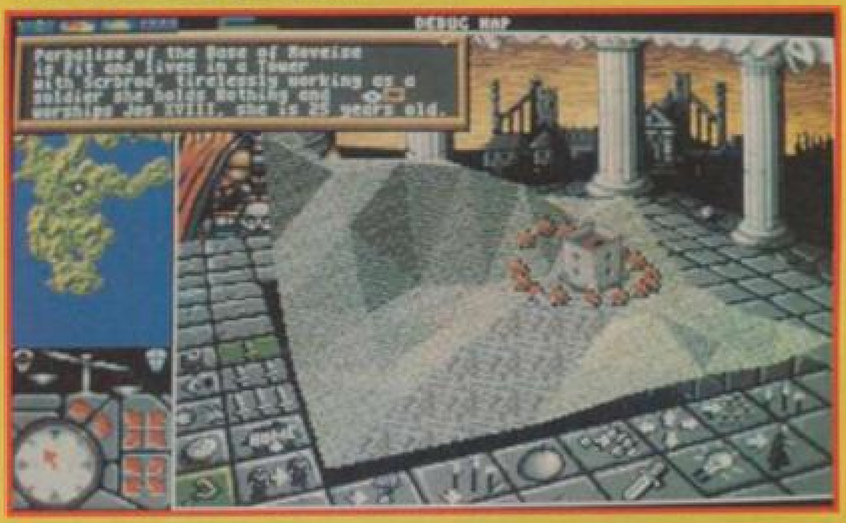


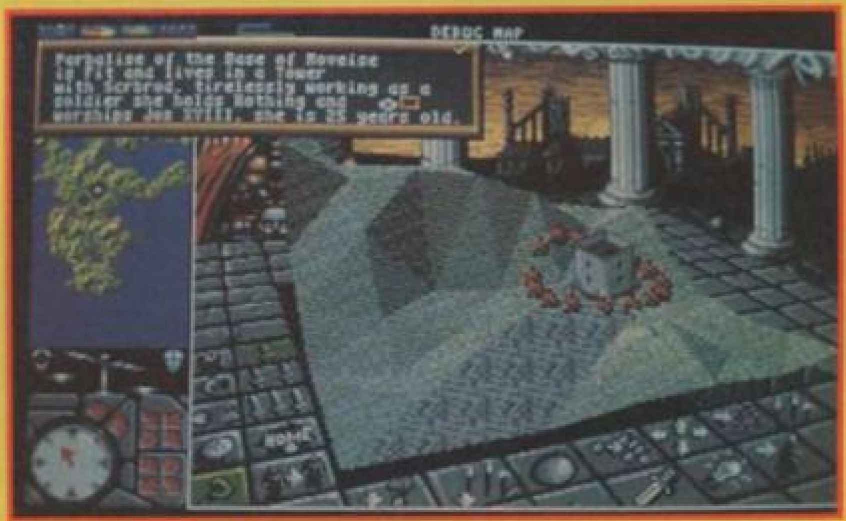
pons if a merchant regularly visits your villages. You will also need the raw materials to make weapons such as catapults all the way down to swords, bows and pikes.



THE ARMY GAME

Violence is a fact of life - in PowerMonger too. Your captains scour the land using the words of diplomacy to recruit new followers and other leaders, and any infidel is put to the sword. But the army's role is not so limited. Captains can be dispatched to spy on the enemy, providing essential intelligence on enemy activity. At all times it is the army that act as scouts, conquering the territory on which new hamlets can be built. Orders can be relayed via carrier pigeon, so there's usually some delay before your officers act upon them.

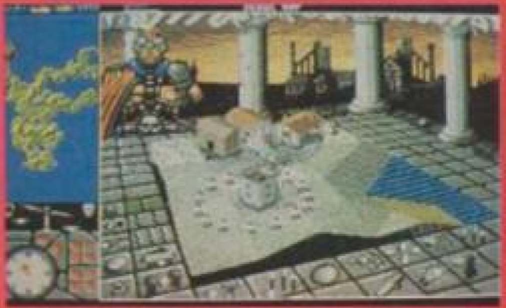




A CUNNING PLAN

Military wit is also needed in order to succeed. Some towns may *nestle at the foot of the mountains - to avoid the ravages of the* wind during Winter. Natural geography can be used to your tactical advantage as surprise attacks can be created be using natural obstructions to shield your military build-ups. In the lands of PowerMonger, forests are excellent cover.

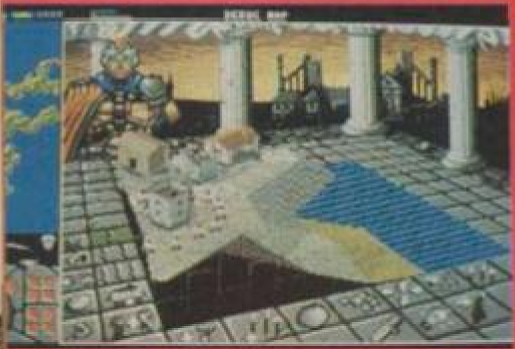
POWERMONGER



Your army readies itself for the attack...

villages, but for larger towns more men will have to be recruited.

But perhaps there is one small fact that can aid your course to victory. You are not the only invading tribe. Other travelers from far and distant lands have arrived with much the same idea as you. You will have to impress the opposing captains with fine words of diplomacy as well as skill with the blade, if you wish to recruit them to your banner. But remember, there can only be one PowerMonger...



C+VG HIT!

UPDATE

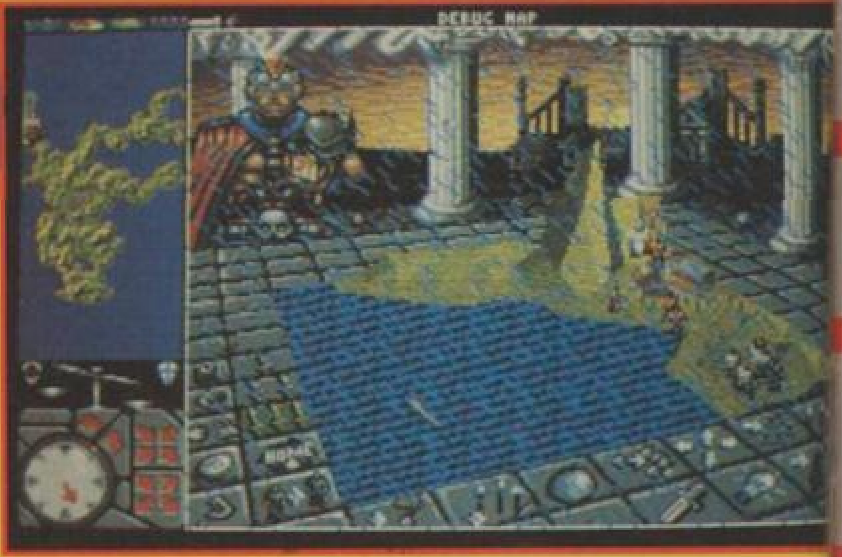
Expect a perfectly formed version of PowerMonger rather soon on the ST, priced at £29.99. Buy it, please.

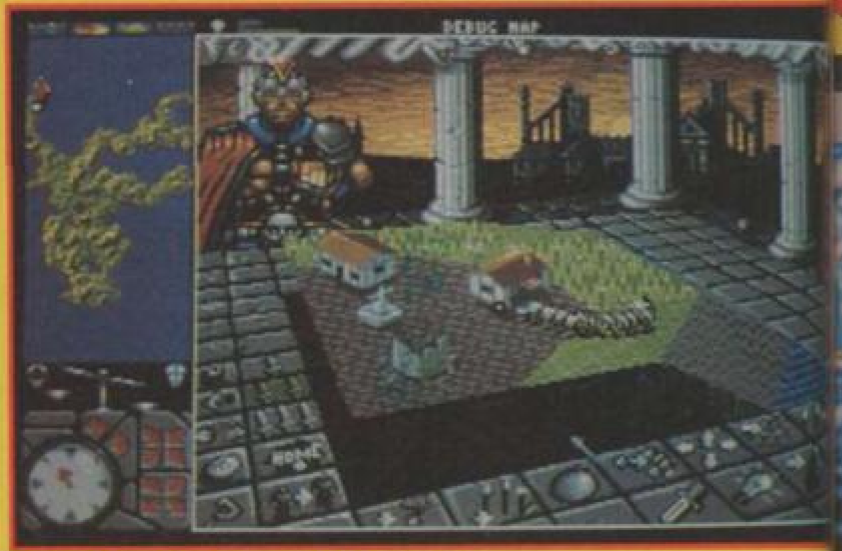
AMIGA
£29.99

Populous was ranked as one of the greatest strategy games of all time, but, believe it or not PowerMonger simply blows it out of the water! Life is replicated perfectly in this game. Warriors brandish swords and struggle with huge catapults. Villages bustle with day-to-day activity and farmers even tend to their sheep! The graphics are simply amazing. The weather conditions of each season have a fabulous visual effect, be it showers of rain or swirling snowstorms. The sound is better still. Birds sing, sheep baah, carrier pigeons coo and after successful combat your army even shouts "hey!" a few times in celebration. The depth of gameplay in PowerMonger is simply unsurpassed with plenty of awesome effects. Watching your men cart a newly invented boat to a river, climb in to it and paddle across is just one effect that'll blow your mind! Guaranteed to last months, PowerMonger is the best strategy game this year - and you can quote me on that!

RICHARD LEADBETTER

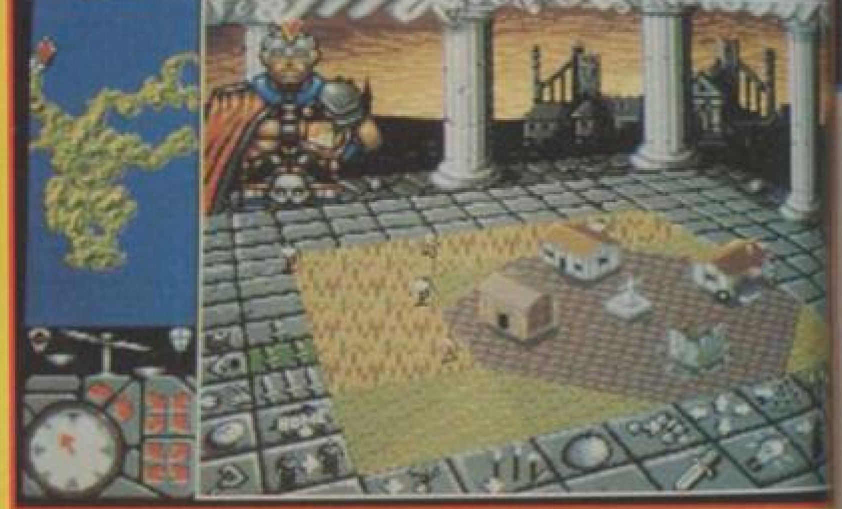
GRAPHICS	97%
SOUND	97%
VALUE	95%
PLAYABILITY	94%
OVERALL	95%

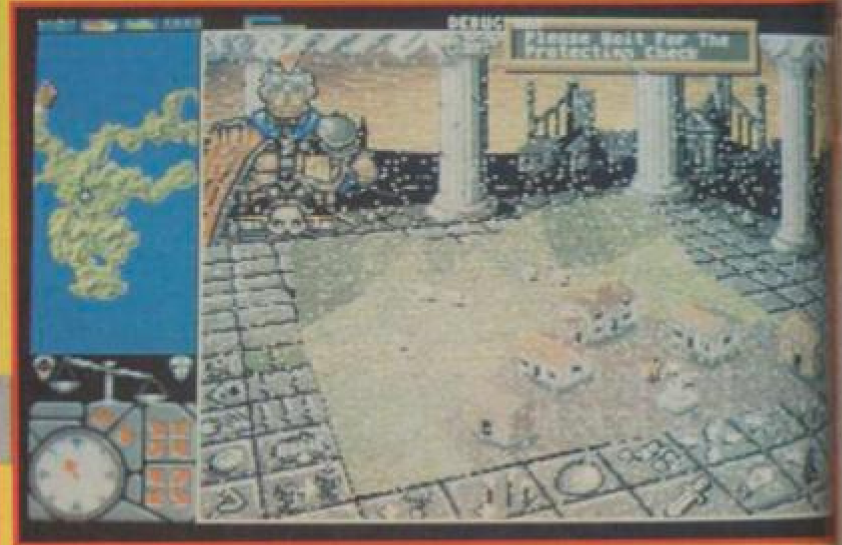


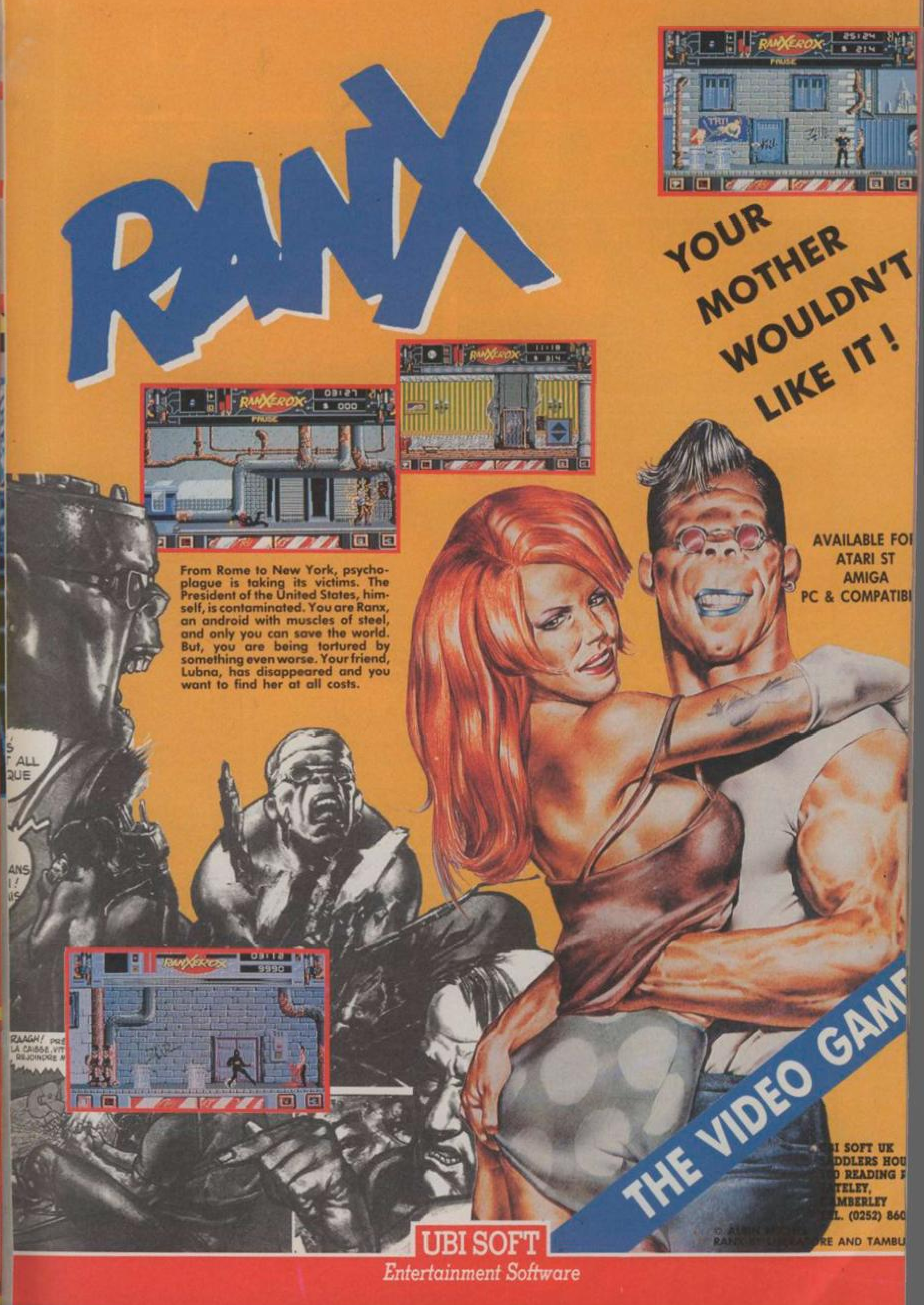


A LITTLE SEASONING

To depict the passage of time the game cycles through the four seasons of the year, all of which affect the actions and abilities of your people. With winter comes the snow, which piles up in drifts, then greenery returns with the spring rains. Following that it's sunny summer days and chirping crickets until Autumn, when the rain is back with howling winds! A prevailing high pressure front... (Enough!- Ed)



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From Rome to New York, psycho-plague is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

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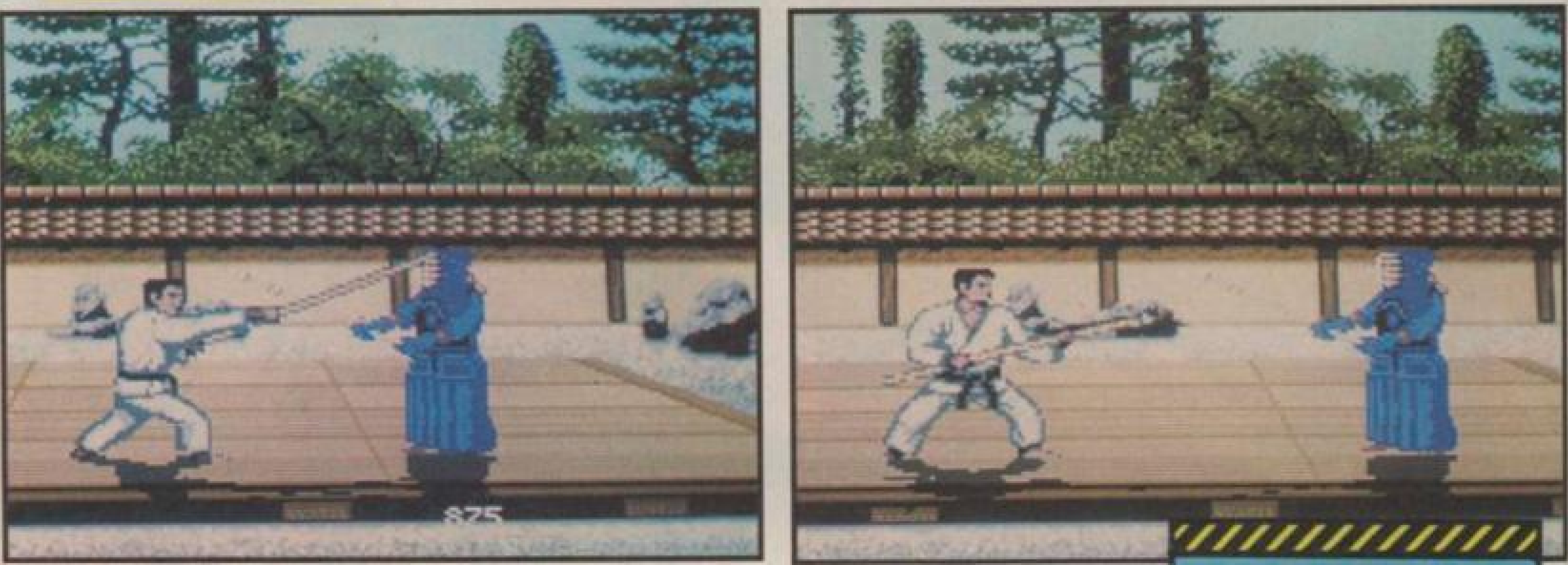


▲ *Our hero lashes out at the Darth Vader-alike*

BUDOKAN

BY ELECTRONIC ARTS

I was one real bad dude. A man living on the edge... On the brink... On thin ice. I lived life to the max. But even I was surprised when I was picked up from the gutters by the master of some mumbo-jumbo Dojo and whisked thousands of miles around the globe to the Land of the Rising Sun to learn the secret arts of Bo (The Big Stick), Nunchuka (Rice Flails of Destruction), Karate (Fists of Steel) and Kendo (Big Sticks and Metal Masks).

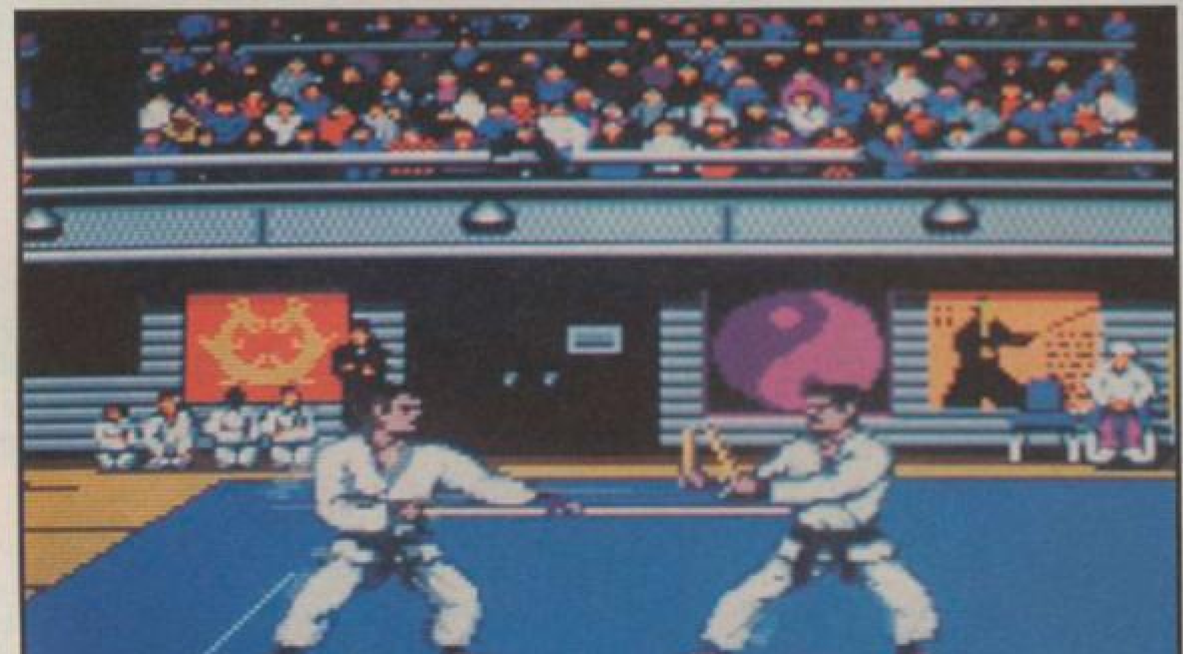
I figured that this Jap master dude owed my Pa some kind of debt, and getting me to fight in the world tournaments - the Budokan - was his way to even the score. When I got to the Dojo things started to get tough. For each of the four martial arts I'm learning, there are nearly 40 moves to be finely honed to perfection.

I have to learn to use my mind as well as my fists in combat. Sometimes the steam-roller approach pays off, but for some of the harder dudes in the Budokan it's best to build up your ki level and floor your opponent with two or three ki-filled blows.

UPDATE

Budokan's been out and about on the Amiga and PC for yonks now, and still weighs in as a terrific beat 'em up. Go for it!

▼ *The Bo has the striking distance, the Nunchuka has the power.*



MEGADRIVE
£29.99

Megadrive Budokan is simply a straight port across of the fabbo Amiga beat 'em up of the same name. The graphics are just as brilliant as the 16-bit game, but the sound isn't quite so impressive - even though there's plenty of sampled speech (Japanese of course) and realistic yelps of pain. The two player option has been retained as well which makes for hours of one-on-one chopsocky fun. Bashers beware, though, because Budokan isn't a straightforward pummel-the-opponents beat 'em up. Balancing ki and stamina levels requires a good deal of thought, but it is essential to making blows count. I found this strategy element makes for an even better game, though, and when you add to that the huge variety of moves available on each of the four disciplines, I think you'll find that Budokan is a thumpin' good beat 'em up.

RICHARD LEADBETTER

GRAPHICS	90%
SOUND	82%
VALUE	83%
PLAYABILITY	87%
OVERALL	**84%**

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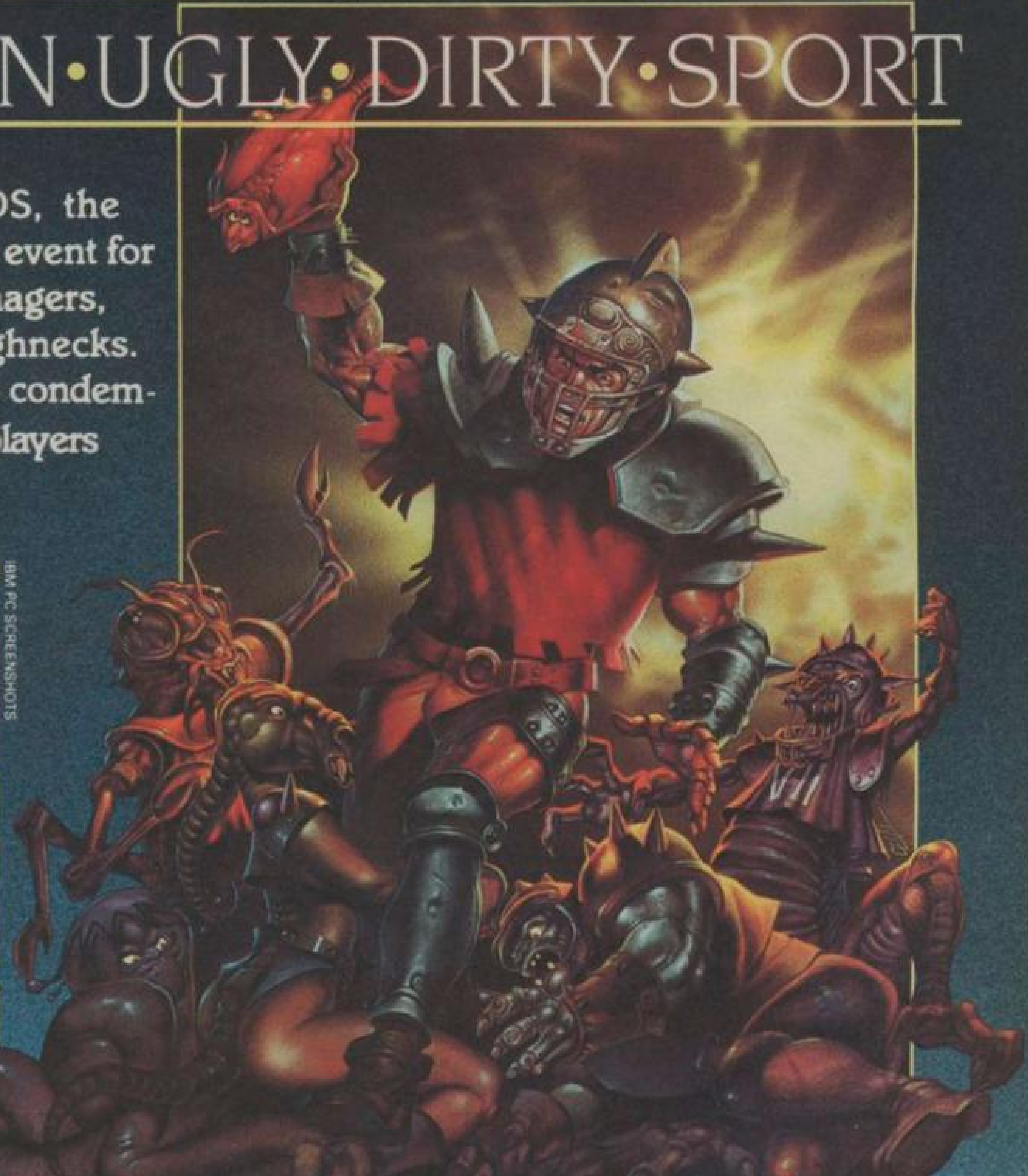
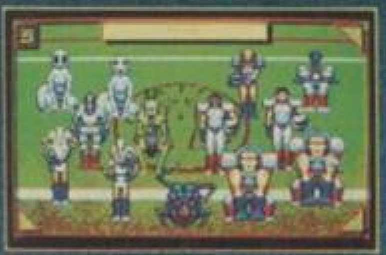


IBM PC SCREENSHOTS



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As a player you run, battle, delve, foul, leap, tackle, bite, kick, cheat and fight your way through the toughest sports-simulation ever on a computer screen.

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... 1 or 2 players, team mode or against each other
... easy to use mouse and joystick control
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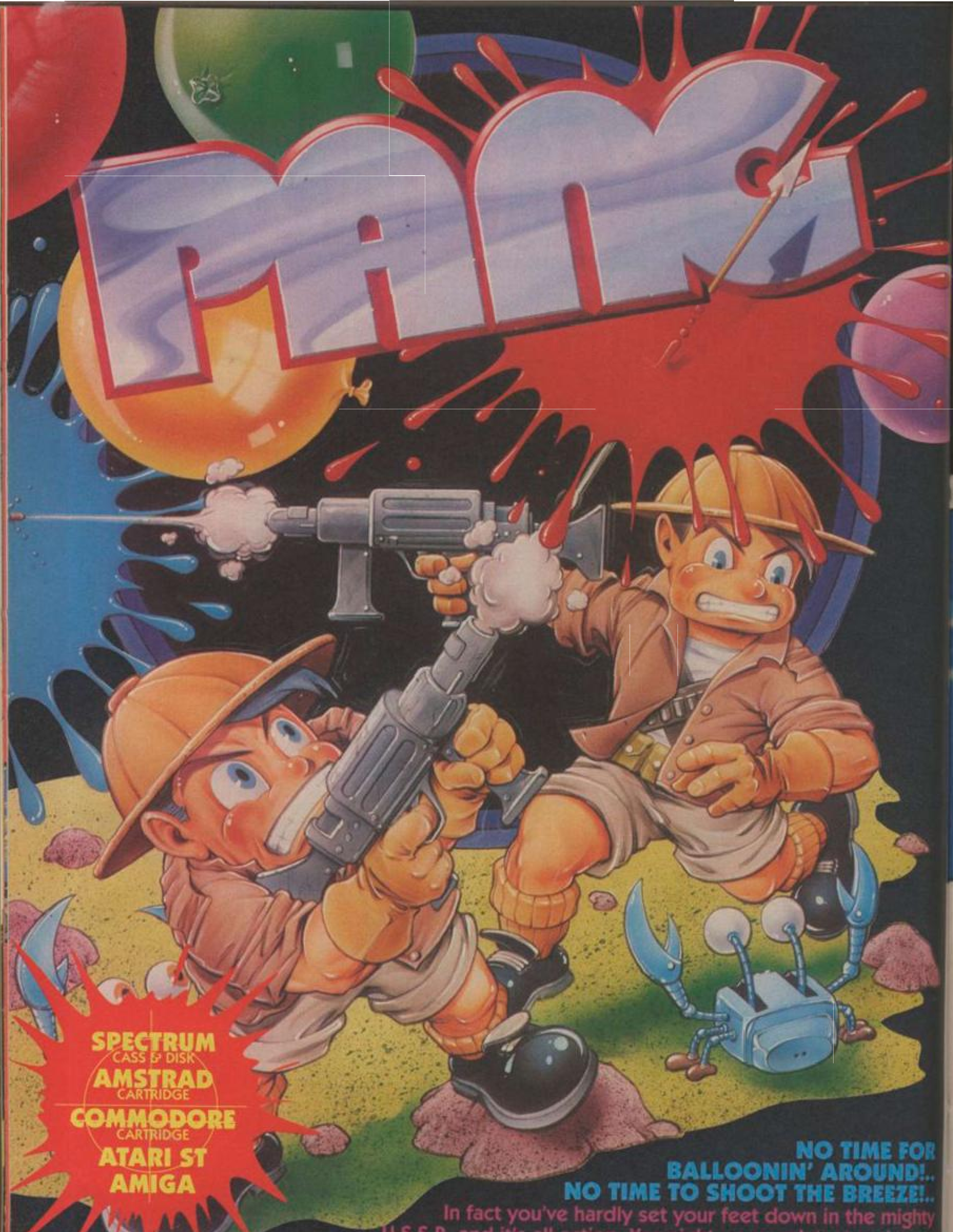
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In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

ocean

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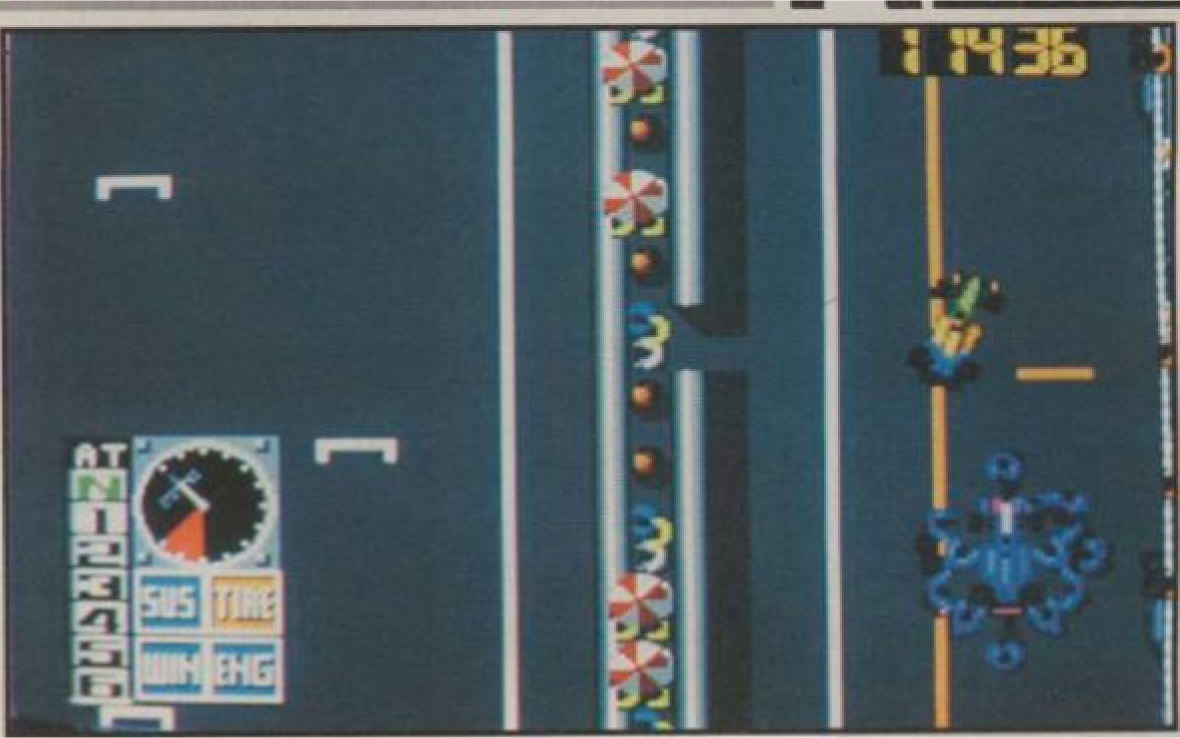
You're one mean, hot dude. Get a steering wheel in your hand and you're unbeatable. However, things aren't going too well. Over-revving the engine of your Skoda never really did it much good and your racing career, like your little Russian terror, is going nowhere. You need a real motor and a meaty challenge - and like your driving, you need them fast!

Here's the good news. A number of sponsors have been impressed by your antics and want to take you onto their team. Formula one racing! A dream come true! A whole season's worth of high speed racing across a number of tracks is yours for the taking with the aid of this new Engine card.

But it's not just the racing over the eight-way scrolling tracks that's going to keep you occupied. The mechanics on your team are as thick as two short planks, so all the decision making is down to the player. Although the pit crew can help when it comes to changing tyres and engines, the racing excitement can only be handled by you. So, waste no more time! Get your racing trousers on and put the pedal to the metal!



▲ Pitstop chaos at the F1 Circus.

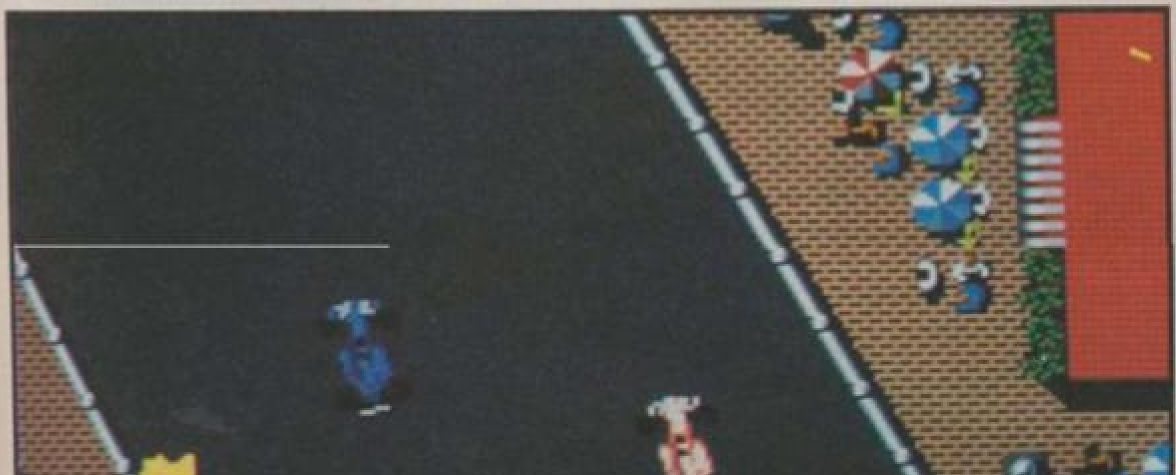
F1 CIRCUS

BY NICHIBUTSU

C+VG HIT!

THANK YOU!
PC Engine Supplies (0782 712759) deserve our thanks for supplying us with the F1 Circus card. Thanks guys!

▼ *Senna tactics sometimes do the trick...*

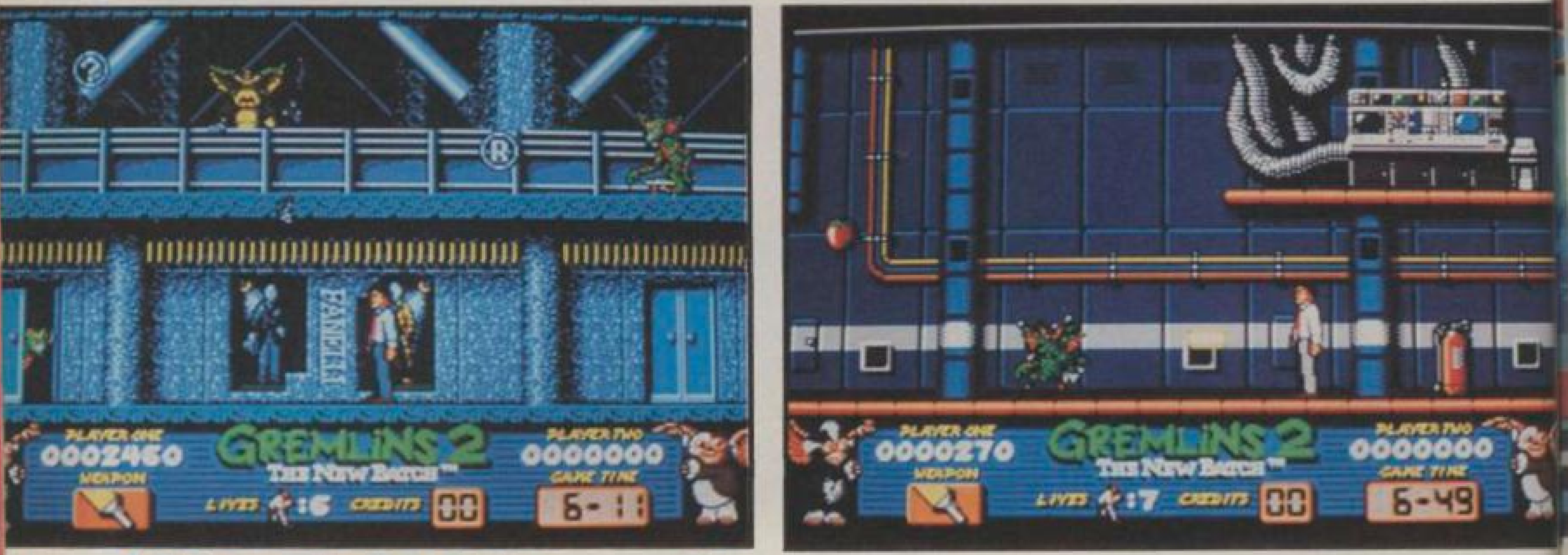


PC ENGINE
£34.00

Formula 1 has never been so much fun! F1 Circus cuts out all the simulation rubbish and turns the speedy sport into a real gut-wrenching arcade experience! The scrolling on this game is unbelievably fast - move your F1 roadster into sixth and watch it fly! Multiple pile-ups are commonplace on the F1 circuits, but your car seems to be able to take such catastrophic damage with ease! The control of your car (especially at speed) takes a long time to master and you'll probably spend quite a while on the practise circuits before you qualify, but it's fun all the way and once you're racing, you're hooked! Go for it without delay - this is one classy arcade game and will have you at the Engine for ages!

RICHARD LEADBETTER

GRAPHICS	89%
SOUND	78%
VALUE	88%
PLAYABILITY	88%
OVERALL	87%


PLAYER ONE
0002460
GREMLINS 2
THE NEW BATCH™
PLAYER TWO
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WEAPON
LIVES :6
CREDITS 00
GAME TIME
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PLAYER ONE
0000270
GREMLINS 2
THE NEW BATCH™
PLAYER TWO
0000000
WEAPON
LIVES :7
CREDITS 00
GAME TIME
6-49

▲ *Platform pranks with the Gremlins.*

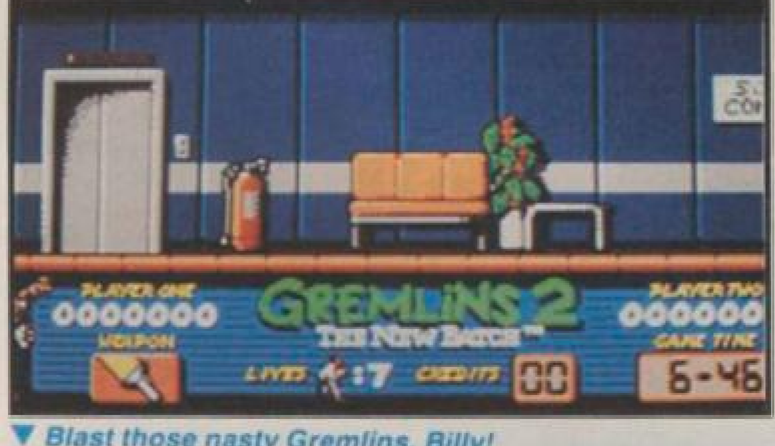
GREMLINS II

BY ELITE

We told the rules. We told you not to get them wet. We told you not to feed them after midnight. Did you listen? Nope, and just when you thought you'd got rid of 'em for good, they're back - and they're worse than ever!

It's been a few years since the Gremlins wreaked havoc at Kingston Falls, but now things are starting to go wrong. Clamp Plaza, a huge multi-story complex, is now under threat of destruction by those madcap monsters, and it's down to Billy Peltzer to sort things out. Armed from the outset with a torch, Billy must ensure that the scaly maniacs are disposed of before nightfall. If you fail, the Gremlins will escape the building into New York City, and then...?

A seemingly harmless corridor...


PLAYER ONE
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WEAPON
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GAME TIME
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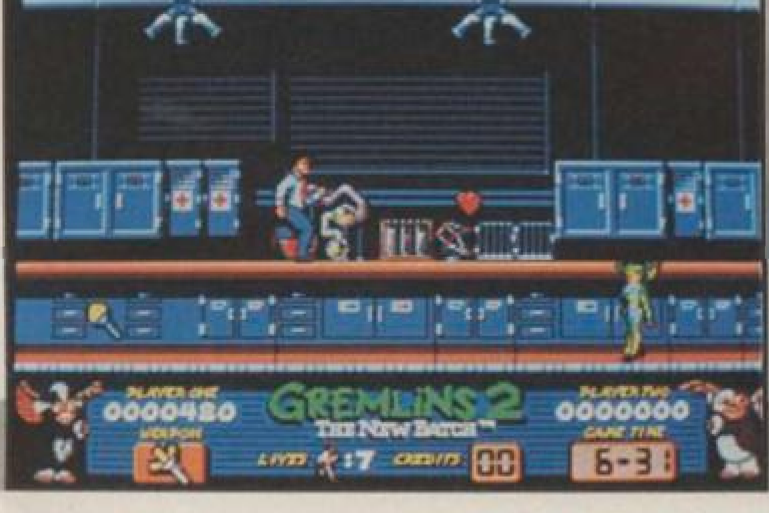
▼ *Blast those nasty Gremlins, Billy!*


PLAYER ONE
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WEAPON
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GAME TIME
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Viewed from side-on, Billy can run, jump and shoot, collecting additional weapons and power-ups along the way. Some Gremlins release bubbles when destroyed, which can be traded in for weapons at the end of each level. You haven't got it all your own way, though, because those crazed creeps have set traps-a-plenty around the building, and will do anything in their power to stop you!

UPDATE

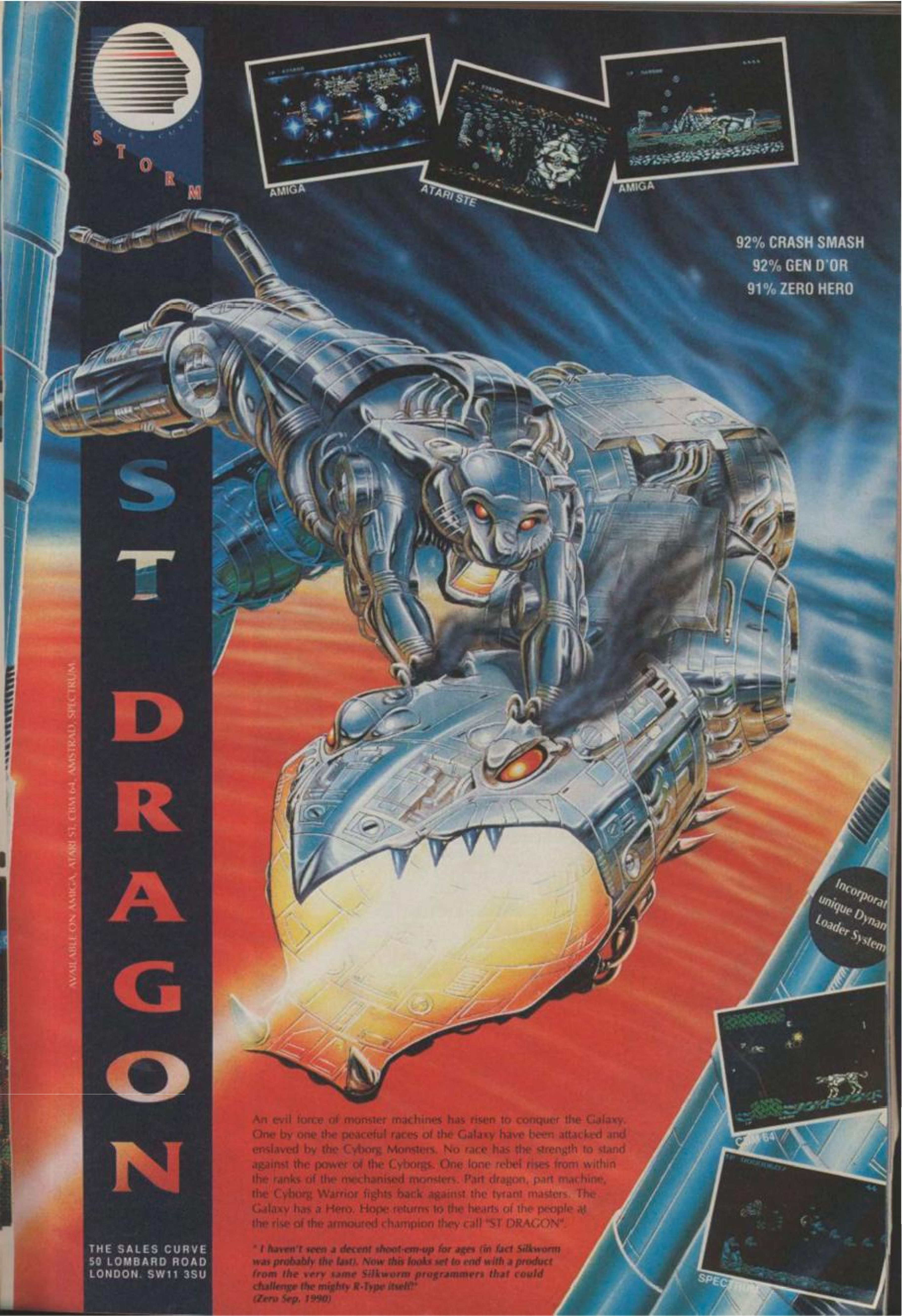
The New Batch will be infesting an ST near you real soon, with similar graphics and sound to the Amiga game's. Expect C64, Spectrum and Amstrad versions nearer to Christmas.

AMIGA
£24.99

To be perfectly frank, I was expecting this to be a pile of poo, but Gremlins 2 is actually rather jolly. Things get off to a good start with the cute (yecch!) intro sequence of Gizmo blinking his eyes to the sound of a Gremlin muttering threats of doom and gloom, and gets better from thereon in. Both graphics and sound fit the bill nicely, with well-animated characters and loads of sampled sound, but the gameplay suffers from being over-difficult in parts, making things somewhat frustrating. There are some very nice touches, such as Gizmo parachuting in Rambo-style when the correct token is collected, and the Gremlins disappearing with a satisfying "squelch" when blasted. Overall, a fun game that will please platform fans, but definitely not one for novices.

ROBERT SWAN

GRAPHICS	86%
SOUND	88%
VALUE	80%
PLAYABILITY	75%
OVERALL	82%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An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".

" I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)

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SPIDERMAN

BY EMPIRE

Quentin Beck - alias Spider-Man's arch enemy Mysterio, has broken out of prison and is after revenge. Although he's unaware that Peter Parker is actually Spider-Man he does know that the web-slinging super-hero is a close friend of Parker's wife, Mary Jane.

Thus he decides to kidnap Mary Jane and he takes his captive to Rockwell Studios, leaving a tantalizing note for Parker: "If you ever want to see Mary Jane again, get Spider-Man to meet me at the Rockwell Studios, tomorrow midnight".

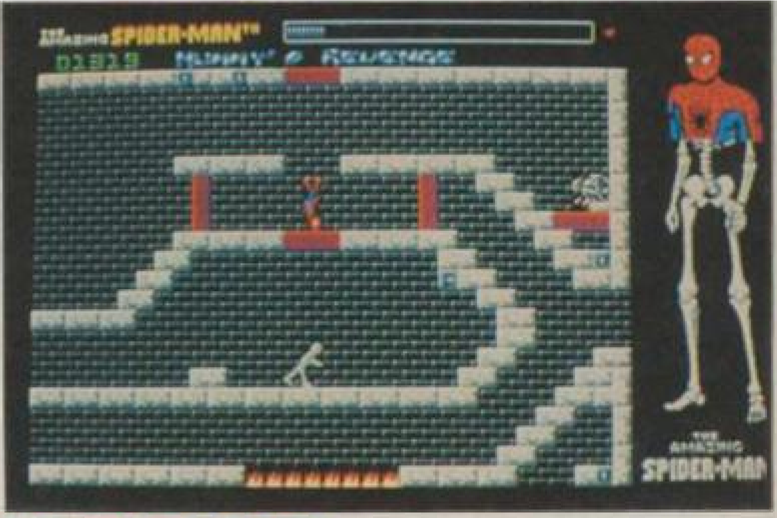
Spidey knows it's a trap - Rockwell Studios have been deserted for years now and who knows what devastating traps and illusions Mysterio has conjured up. When Spider-Man reaches the studios his worst fears are confirmed. Not only are there many traps, but Mysterio has used his knowledge of robotics to create metallic minions all designed with one directive only: kill Spider-Man.

The studios are separated into sets. You'll find ghostly crypts and graveyards, mazes and there's even a Wild West set in there somewhere! Progress has to be made by solving puzzles in this flick-screen platform game. Switches open doors, but watch out for booby-traps designed to send Spiderman to The Great Web In The Sky.

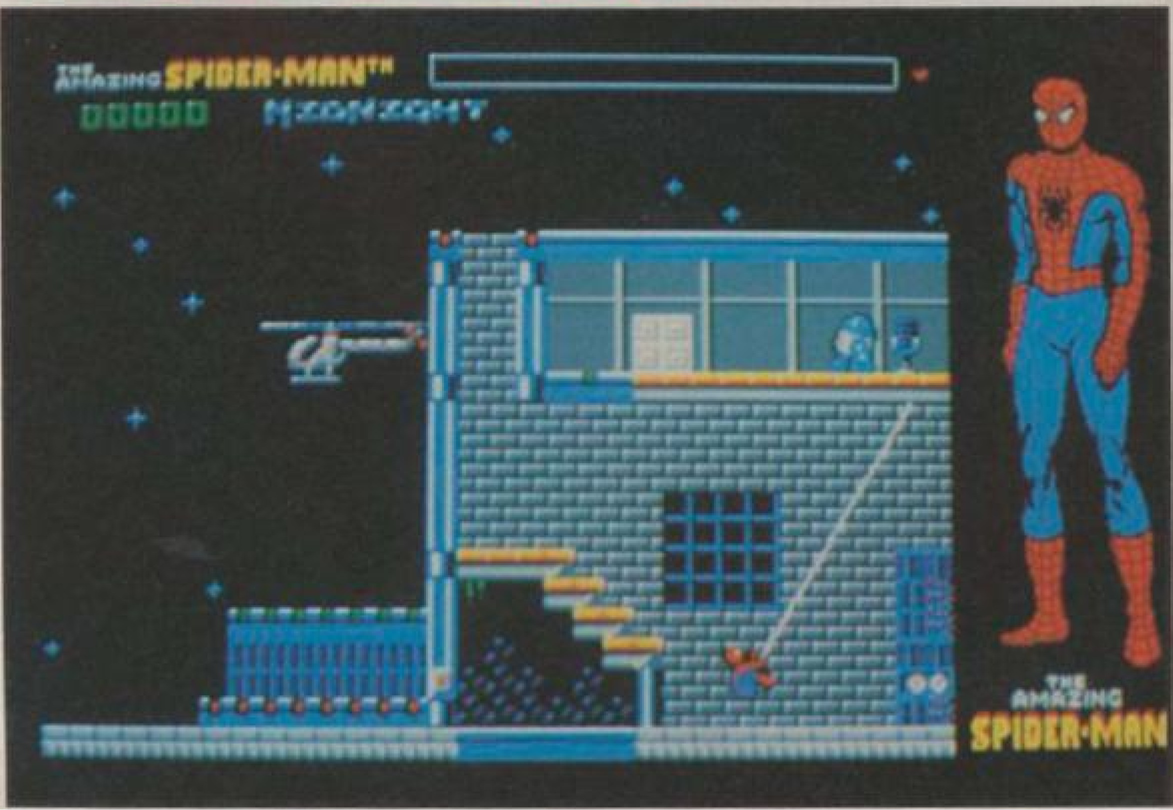
But Spidey's still got his super-human wall-crawling powers and his extremely useful web-shooter, so there shouldn't be much of a problem, should there?

C+VG HIT!

▼ *Spooky mummies threaten our Spidey!*



▼ *Spins a web, any size! Catch a thief, just like flies!*



UPDATE

The Amazing Spider-Man will be crawling to a Spectrum, Amstrad, C64, ST and PC near you, soon. The game doesn't really exploit 16 bit power, so all the versions should compare well to this Amiga game.

AMIGA £24.99

First impressions of Spider-Man aren't really very good. There's a distinct lack of action, the graphics are very small and the backdrops are pretty standard fare. However, get your teeth into this game, and you'll soon find yourself well and truly addicted. The platform-based puzzling action is reminiscent of both Rick Dangerous and Manic Miner with the added advantage of Spidey's abilities. But as I recall, Spider-Man had superhuman strength and the real Mccoy would be able to pound Mysterio's robotic goons with little effort. Some of the puzzles are difficult to solve, though not impossible. Beware Spidey-fans - this isn't quite the action-filled game we expected, but the puzzling action kept me hooked for hours. No doubt it'll do the same for computer-owning Marvel fiends.

RICHARD LEADBETTER

GRAPHICS	87%
SOUND	80%
VALUE	87%
PLAYABILITY	89%
OVERALL	87%

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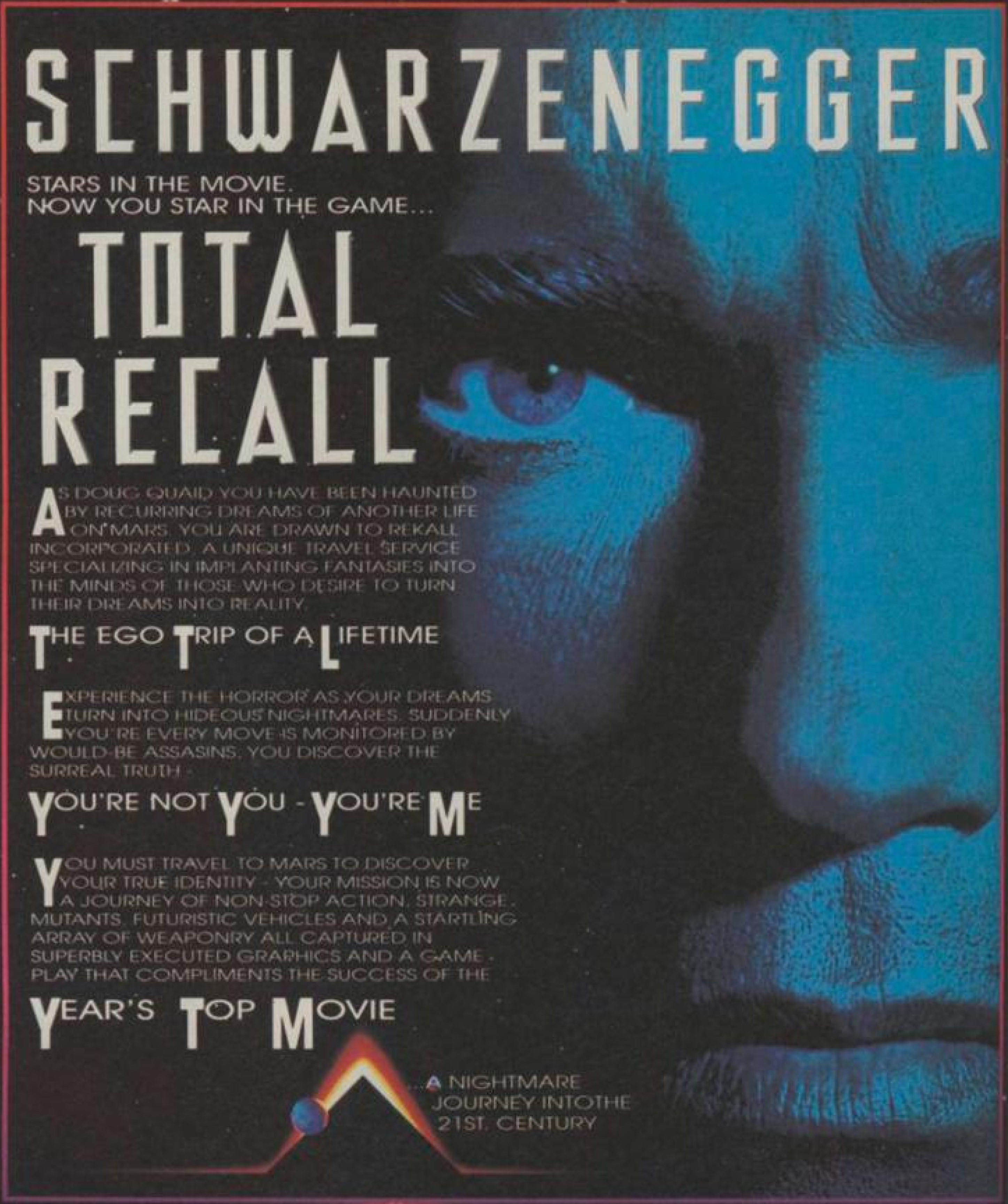
SOMEONE HAS STOLEN MY ᗡNIMIND



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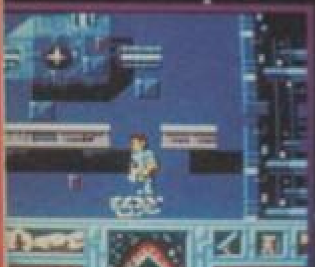

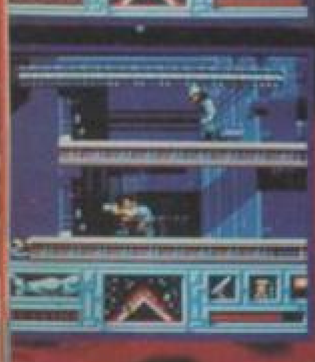

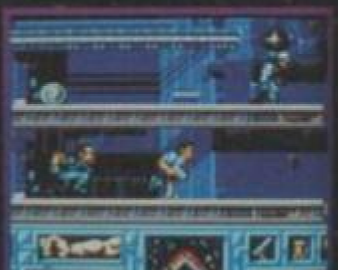

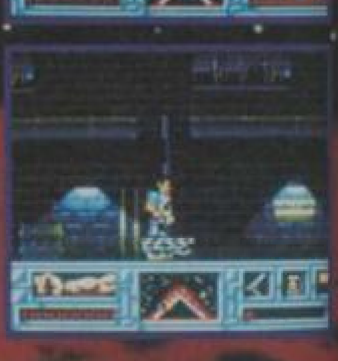

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THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Guardian Angel	Code Masters	●	●	●	●	●
2	-	Run the Gauntlet	Hit Squad	●	●	●	●	●
3	-	Soccer Double	E+J Software	●	●	●	-	-
4	-	Quattro Combat	Code Masters	●	●	●	-	-
5	2	Quattro Adventure	Code Masters	●	●	●	-	-
6	1	Shadow Warriors	Ocean	●	●	●	●	●
7	4	Pro Boxing	Code Masters	●	●	●	-	-
8	3	Rastan	Hit Squad	●	●	●	-	-
9	-	Quattro Super Hits	Code Masters	●	●	●	-	-
10	7	Paperboy	Encore	●	●	●	●	●
11	20	Hong Kong Phooey	Hi-Tec	●	●	●	-	-
12	15	The Munsters	Alternative	●	●	●	●	●
13	-	Back to the Future II	Image Works	●	●	●	●	●
14	8	Yogi's Gt Escape	Hi-Tec	●	●	●	●	●
15	10	Salamander	Hit Squad	●	●	●	-	-
16	9	Fantasy Dizzy	Code Masters	●	●	●	-	-
17	-	Road Blasters	Kixx	●	●	●	-	-
18	11	Match Day 2	Hit Squad	●	●	●	-	-
19	-	TNT	Domark	●	●	●	●	●
20	-	Wombles	Alternative	●	●	●	-	-

000000
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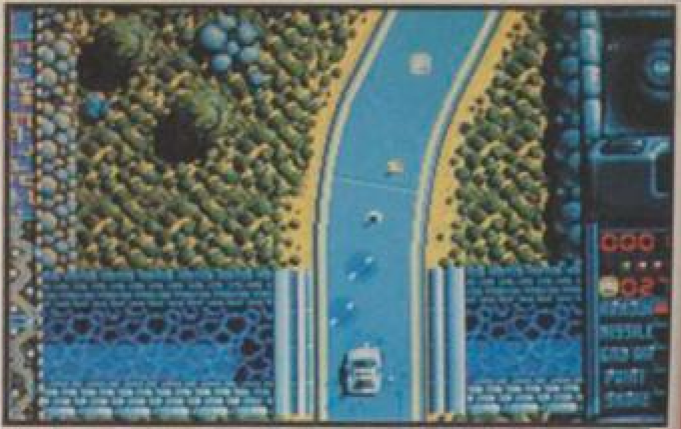
elite

All change once again, as Guardian Angel smashes its way to the top of the heap, followed by a rather mixed bag of good and bad budget gear, and a very small number of full price titles! But just wait till next month when those Christmas meganames will hit the top! Will it be Turtles or Robocop 2 at number one?

THE C+VG CHARTS

AMIGA TOP 20

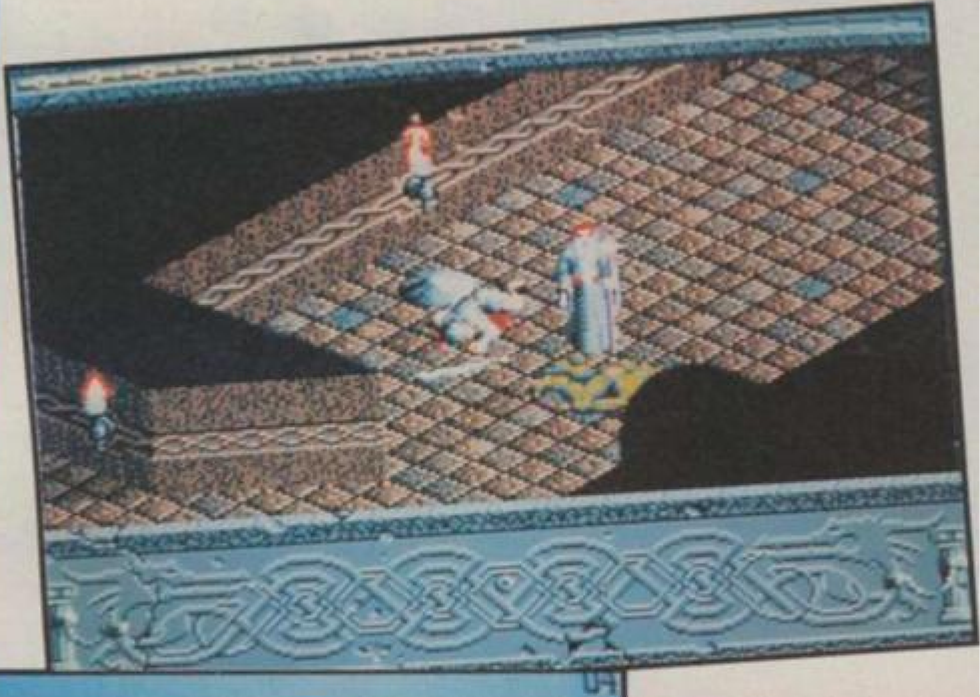
1	1	Corporation	Core	82%
2	3	Kick Off 2	Anco	95%
3	-	Immortal	Elec Arts	93%
4	-	TI Dizzy	Code Mstrs	80%
5	2	Shadow of Beast 2	Psygnosis	59%
6	-	Gremlins 2	Elite	82%
7	20	F29 Retaliator	Ocean	96%
8	-	Guardian Angel	Code Mstrs	74%
9	-	Days of Thunder	Mindscape	52%
10	5	Yogi's Gt Escape	Hi-Tec	83%
11	-	Magic Fly	Elec Arts	70%
12	6	Targhan	Action 16	61%
13	-	Iron Tracker	Smash 16	49%
14	-	Spy Who Loved Me	Domark	91%
15	-	TNT	Domark	73%
16	-	Italia 1990	Code Mstrs	38%
17	-	Killing Game Show	Psygnosis	88%
18	10	Shadow Warriors	Ocean	93%
19	9	Fast Lane	Action 16	24%
20	7	BSS Jane Seymour	Gremlin	91%



KO2 climbs back a space, Shadow of The Beast II hangs on and the excellent Spy Who Loved Me enters the charts at number 14. No sign of Lotus yet, but it wasn't on the shelves in time for this chart.

ROB'S TIP FOR THE TOP

It's that funny time of year again - predicting the Christmas number one. On hype alone, I'd have to say Turtles, but RoboCop 2's a possibility.



Quattro this, Quattro that, Quattro everything as the Code Masters run riot throught the chart this month! Again, budget software rules the roost, but next month, the top of the chart will undoubtedly be turned upside-down, what with....

ROB'S TIP FOR THE TOP

Youthful radioactive karate reptiles! Okay, maybe I can't avoid saying "Turtles" without sounding silly, but it was worth a try anyway...

C64 TOP 20

1	-	Run the Gauntlet	Hit Squad	72%
2	-	Hong Kong Phooey	Hi-Tec	38%
3	-	Guardian Angel	Code Mstrs	84%
4	5	Pro Boxing	Code Mstrs	77%
5	7	Salamander	Hit Squad	93%
6	17	Quattro Combat	Code Mstrs	67%
7	6	Fantasy Dizzy	Code Mstrs	81%
8	1	Quattro Adv	Code Mstrs	77%
9	-	Soccer Double	E+J	65%
10	-	TNT	Domark	49%
11	3	Paperboy	Encore	68%
12	8	Quattro Sports	Code Mstrs	70%
13	-	Quattro Super Hits	Code Mstrs	65%
14	19	Road Blasters	Kixx	59%
15	15	Ruff and Reddy	Hi-Tec	67%
16	14	Match Day 2	Hit Squad	89%
17	9	Shadow Warriors	Ocean	88%
18	15	Ruff and Reddy	Hi-Tec	67%
19	12	Prince Clumsy	Code Mstrs	63%
20	-	Back to Future 2	Imageworks	53%

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear.

Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!

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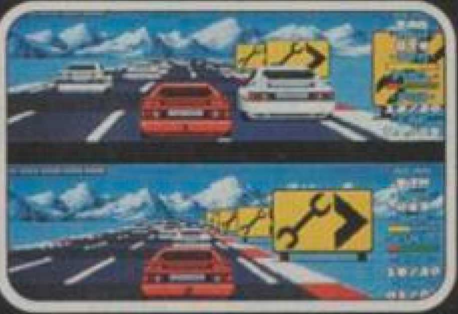
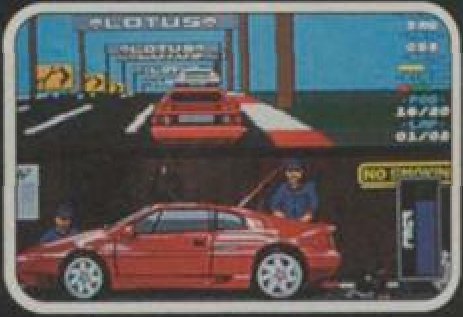
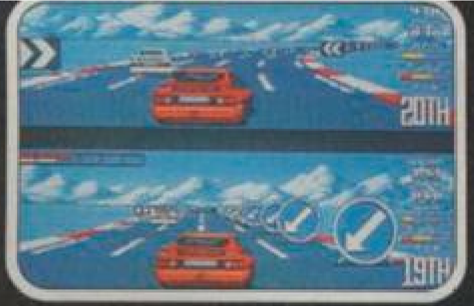
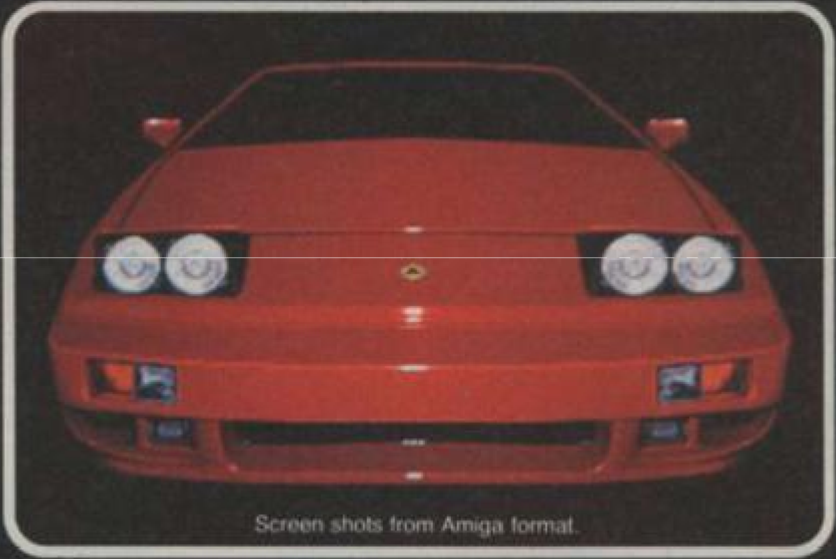
LOTUS ESPRIT TURBO CHALLENGE

LOTUS
CHARGECOOLER









Screen shots from Amiga format.

LOTUS ESPRIT TURBO SE

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- 20 competing cars.
- 1/2 player head to head.
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SPITFIRE MK2

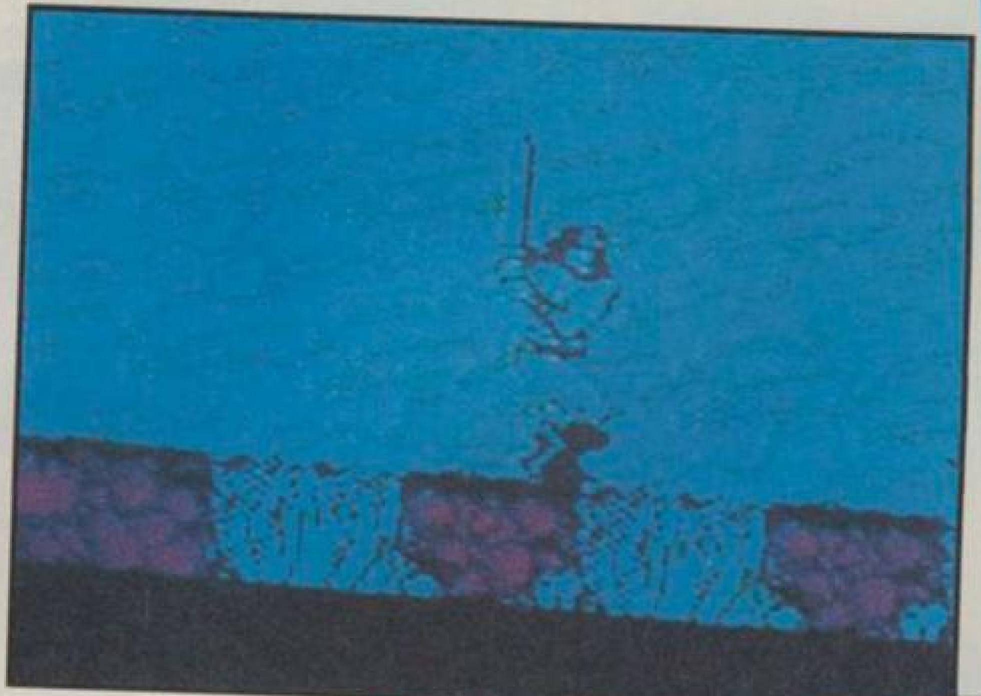
Well, I was close - F-19 has been knocked down, but only to the number two spot - overtaken by Shadow of the Beast! It's nice to see Battle of Britain in third, and the re-emergence of LeaderBoard, but there's not much else to wet yourselves over.

ROB'S TIP FOR THE TOP

I hate repeating myself, but it's a forgone conclusion - Turtles, Turtles and even more flippin' Turtles! I have been wrong, before, however...

ATARI ST TOP 20

1	-	Shadow of Beast	Psygnosis	60%
2	1	F-19 Stealth Fgtr	MicroProse	89%
3	17	Battle of Britain	US Gold	89%
4	5	Shadow Warriors	Ocean	84%
5	7	Future Bike	Hi-Tec	72%
6	3	Pro Tennis	Code Mstrs	70%
7	-	Cadaver	Imageworks	95%
8	-	TI Dizzy	Code Mstrs	80%
9	2	Targhan	Action 16	61%
10	-	Rock Star	Code Mstrs	62%
11	8	Kick Off 2	Anco	95%
12	11	Formula 1 GP	MicroValue	63%
13	-	Emlyn's Soccer	Audiogenic	65%
14	-	Capt Blood	Smash 16	70%
15	4	Yogi's Gt Escape	Hi-Tec	83%
16	-	WC LeaderBoard	Klassix	89%
17	-	Midnight Resist	Ocean	79%
18	-	Italia 1990	Code Mstrs	38%
19	-	Op Stealth	US Gold	83%
20	-	Battle Master	PSS	77%



SPECTRUM TOP 20

1	-	Soccer Double	E+J	68%
2	-	Run the Gauntlet	Hit Squad	74%
3	6	Quattro Adv	Code Mstrs	63%
4	-	Quattro Combat	Code Mstrs	67%
5	-	Guardian Angel	Code Mstrs	79%
6	1	Rastan	Hit Squad	89%
7	20	Road Blasters	Kixx	63%
8	12	Pro Golf	Atlantis	60%
9	2	Shadow Warriors	Ocean	86%
10	5	Pro Boxing	Code Mstrs	79%
11	3	T I Dizzy	Code Mstrs	80%
12	10	Match Day 2	Hit Squad	87%
13	14	Paperboy	Encore	89%
14	-	Quattro Super Hits	Code Mstrs	54%
15	-	Back to Future 2	Imageworks	50%
16	-	ACE/ACE 2	Encore	87%
17	-	High Steel	Alternative	65%
8	8	Fantasy Dizzy	Code Mstrs	80%
9	-	Wombles	Alternative	72%
0	16	Wonderboy	Hit Squad	60%

THRUST
FUEL
CANNON
5985

Well, well, well, what a surprise! Loadsa budget software in this neck of the woods, and not a lot else - same old story, the fight for love and glory, eh, Bob?

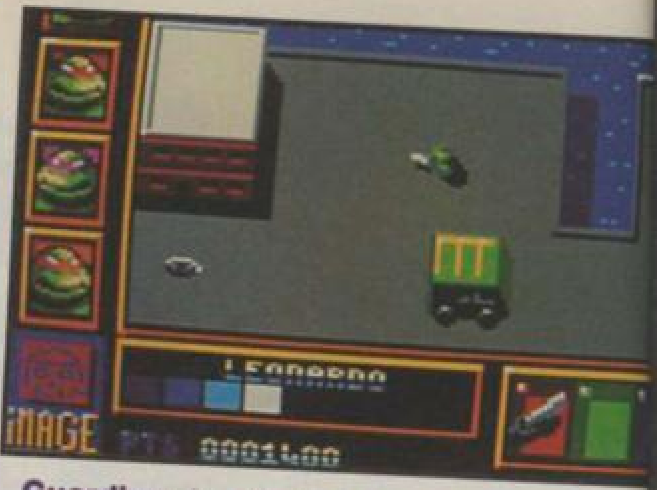
ROB'S TIP FOR THE TOP

Teenage mutant ninja reindeer, heroes with a hat-stand! Oh, sorry, ah, well, I reckon, to be honest, those small scaly martial artists will be doing their thang at the top next month.

THE C+VG CHARTS

AMSTRAD TOP 20

1	-	Guardian Angel	Code Mstrs	79%
2	-	Quattro Combat	Code Mstrs	63%
3	1	Quattro Adv	Code Mstrs	74%
4	-	Quattro Sup Hits	Code Mstrs	65%
5	-	Op Hormuz	Alternative	74%
6	-	Soccer Double	E+J	70%
7	13	The Munsters	Alternative	54%
8	9	Paperboy	Encore	85%
9	-	Rastan	Hit Squad	88%
10	6	Pro Golf	Atlantis	70%
11	-	Jaws	Alternative	38%
12	-	Run the Gauntlet	Hit Squad	70%
13	4	Pro Boxing	Code Mstrs	77%
14	-	Wombles	Alternative	72%
15	-	Champ Basketball	Alternative	61%
16	10	Big Tr/Little China	Alternative	59%
17	2	Temple of Doom	Kixx	63%
18	-	High Steel	Alternative	56%
19	-	Back to Future 2	Imageworks	52%
20	-	Hong Kong Phooey	Hi-Tec	37%



Guardian Angel makes a dramatic entrance - straight to number one! Back to the Future 2 is the only full price product in the charts and that isn't up to much! Things can only get better... can't they?

ROB'S TIP FOR THE TOP

And now, live from London, it's the quiz of the week - will those Turtles be at number one? If they ain't, I'll eat my anchovy pizza (and I HATE anchovies)!

BEST LAP
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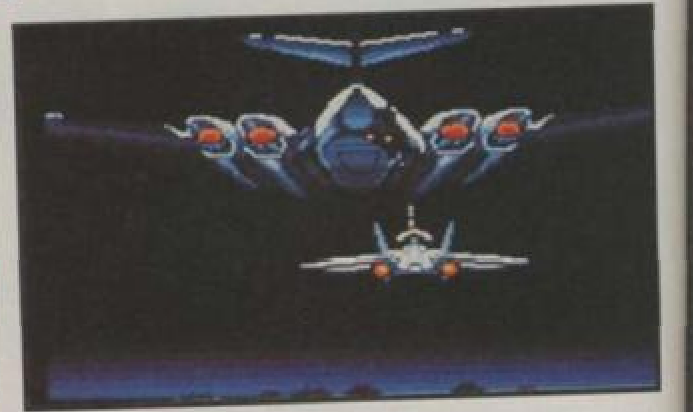
PRELIMINA
RACE
0'25"30
PAUSE



TOP- 81100
SCORE- 7300
TIME0:53
PAUSE

PC ENGINE TOP 5

1	-	Splatterhouse	92%
2	2	Don Doko Don	93%
3	1	Devil Crash	93%
4	-	Darius +	89%
5	-	Afterburner	82%

PC ENGINE

Splatterhouse splats its way to the top of th heap, with those Don Doko dwarves still batt ing away behind. Devil Crash rolls in third, Dari Plus blasts into fourth place, and Afterburn roars into fifth.

MEGADRIVE TOP 5

1	-	Strider	95%
2	1	Super Monaco GP	95%
3	3	E-SWAT	93%
4	2	Moonwalker	88%
5	-	Populous	90%

MEGADRIVE

Strider somersaults straight into the top slot th month, with Super Monaco sliding back into se ond place on the grid. E-SWAT holds third for y another month, with Jacko sliding down, a Populous coming up

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(BUDGET)

STAR WARS

HIT SQUAD

Quite some time ago, in a galaxy not too far away, Star Wars - The Arcade Game appeared, a jolly vector graphics blaster with lots of sampled speech. Then a few years ago, it was released on practically every format imaginable, and now it's emerging once more as a budget re-release. It's simple enough - blast TIE fighters to bits, race across the surface of the Death Star, zip along the trench, and zap the exhaust port to blow the sucker to kingdom-come. Your X-Wing has a limited number of shields to protect you, and once these are gone, you've had it. As far as these versions go, it's pretty repetitive stuff, but the Amstrad version is nonetheless entertaining, and nippy to boot. The C64 version, however, plays like a slug in treacle, with jerky ships juddering around the screen. Amstrad owning fans of the game should part with the shekels pronto, but C64 would-be rebels would be better off looking elsewhere.

C64
£2.99

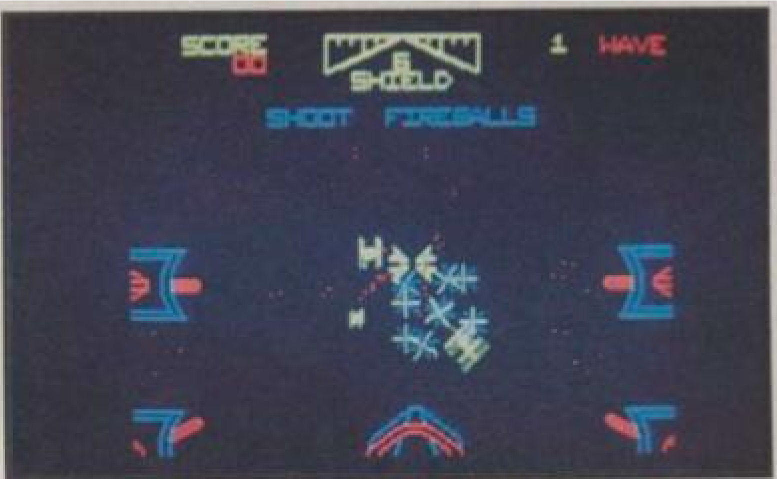
Oh dearie me - snail city. Even ardent fans should avoid temptation with this - even at the budget price.

OVERALL 56%

AMSTRAD
£2.99

A good conversion with lots of blasting but so-so sound. Tends to get a bit repetitive after a few plays, unfortunately.

OVERALL 80%



BARBARIAN II

KIXX

Hearken back to the days of old, where men were men, women were women, and big purple dinosaurs were very bad news indeed. Legend tells of a brave warrior from the North who rescued the Princess Mariana from the clutches of the evil wizard Drax, and now the two have set out again to destroy Drax once and for all. Controlling either the barbarian or the princess, you travel through wastelands, caverns, and dungeons, battling monsters along the way. The controls are a bit tricky at first, but once you've got the hang of things it's hack and chop fun all the way. Graphics are

ZANY GOLF

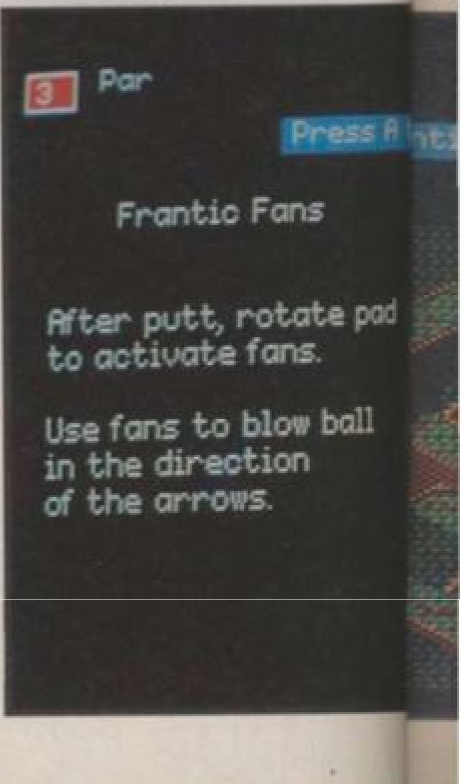
ELECTRONIC ARTS

Another in EA's Star Performer range, Zany Golf was the brainchild of Will Harvey, responsible for the conversions of Marble Madness, and for the brilliant Immortal, reviewed last ish. As the title suggests, it's crazy golf, with some of the wackiest courses any budding Nick Faldo could ever wish for. The objective is simple - hit the ball into the hole in a set number of shots, then move on to the next one, but expect to come across such hazards as windmills, ketchup bottles, bouncing hamburgers, castles, laser cannons and even a pinball table to negotiate! Graphics are a bit on the grainy side, but it doesn't really detract from the game itself. At full price, this was a barrel of laughs, and for a tenner, it's a steal. Put on your plus-fours and a silly cap, and give this a whirl.

AMIGA
£9.99

Wild 'n' wacky putting fun just begging to be bought!

OVERALL 88%



Frantic Fans

After putt, rotate pad to activate fans.

Use fans to blow ball in the direction of the arrows.

RBARIAN II
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LEVEL 1

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colourful and well-animated, and there's loads of visual gags as your character meets his or her demise in myriad gory ways. Sound is effective though not outstanding, but the playability is the thing that stands this out head and shoulders from the pack. Bundles of fun and action, and for only £3.99, Barbarian II is definitely one to grab hold of straight away.

AMSTRAD
£3.99

Brilliant hack 'n' slash chop 'em up at a bargain price.

OVERALL 90%

Strokes left 4
ess A to ontinue.
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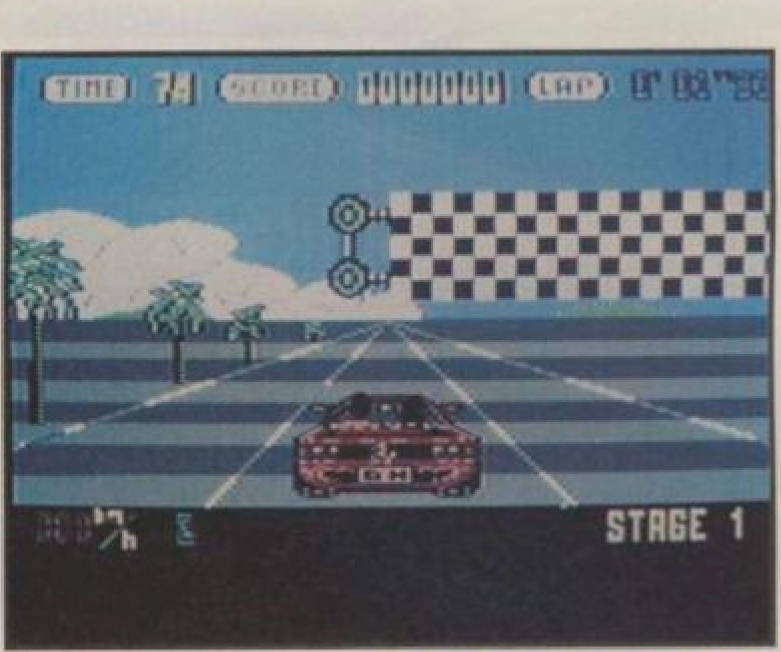
ball

OUT RUN

KIXX

This rip-roaring Sega road racer had jaws dropping all over the place when it emerged in the arcades several years ago, and went on to be one of the biggest selling conversions of recent years. For Mrs. Scrote of 28 Bogwell Street who doesn't know what the game's about, it puts you in the driving seat of a Ferrari Testarossa with a girlie by your side, and your aim is to scream across the States within the set time limit. Easy, eh? Don't you believe it! Hair-pin bends, hills and other traffic are a certain route to turning your sleek machine (and the car) into a pile of scrap. Unfortunately, the computer versions were a bit on the duff side, and the C64 game is one of the worst offenders. Flat, dull sprites jerk along flat, dull backdrops completely destroying whatever sense of speed achieved by the coin-op, the sound is enough to have you leaping for the volume in seconds, and the playability is ultimately knackered by the irritating multi-load. Leave well alone, unless you're completely mad.



C64
£3.99

Chronic translation of a ripper coin-op that is not worth forking out for.

OVERALL 48%

POWER DROME

ELECTRONIC ARTS

Forget about Brand's Hatch and Silverstone. In the future, Formula 1 has been replaced by the Powerdrome, where high speed antics now take place with the aid of anti-grav skimmers equipped with high-power Afterburners! One of Powerdrome's biggest selling points is the prospect of simultaneous two player excitement (if you're willing to link two computers together) as you speed around the solid 3D tracks.

Powerdrome on all three formats isn't bad at all, but the problem that this game has resides in the unwieldy controls. You'll find your speeder speeding into the Powerdrome wall for the most part, and this really spoils an otherwise brilliant game.

AMIGA
£9.99

The control mode's been tweaked, but Powerdrome is still a tad on the unplayable side.

OVERALL 79%

PC
£9.99

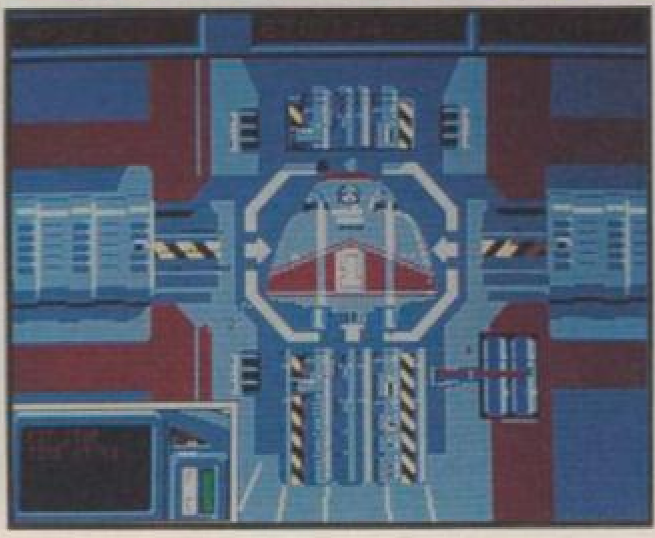
Pretty good, but the game's control method really puts the dampeners on this one.

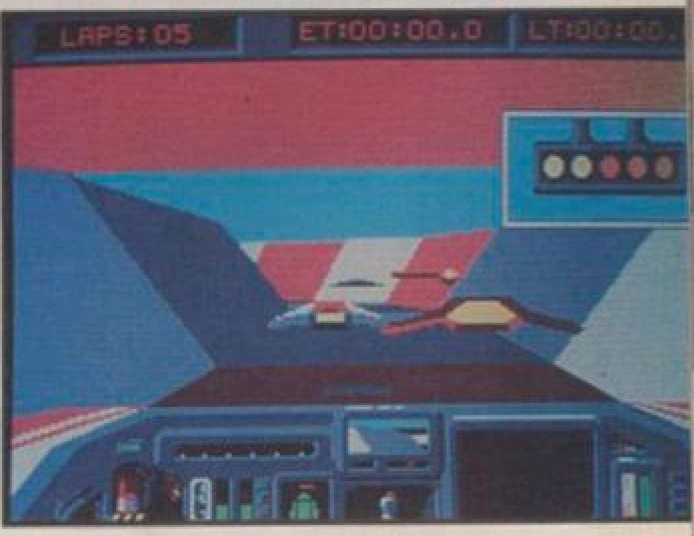
OVERALL 76%

ST
£9.99

Pretty much the same fare as the PC version. Not bad, but could be better.

OVERALL 76%





DELTA

KIXX

Strange things have been happening to merchant trading ships entering Delta space. Rumour has it that a strange alien menace with an incredibly silly name have been getting particularly narked off with all this shipping and have now taken to blasting everything in their path!

It looks like civilisation as we know it could do with a hero - enter the player, who must jump into his horizontally scrolling death-mobile blasting anything that vaguely resembles an alien. This journey'll take you through 32 levels of some of the greatest blasting action yet seen on the C64! No kidding! With such excellent graphics, unsurpassed sonics and great playability, Delta is a real classic. Buy without delay!

C64
£3.99

Delta ranks as one of the greatest scrolling shoot 'em ups available on the C64. 'Nuff said?

OVERALL 89%

THE BARD'S TALE 2

ELECTRONIC ARTS

You may have pummeled Mangar to the size of an oxo cube in The Bard's Tale, but this time arch-villain and evil Arch Mage, Lagoth Zanta has taken over the land dealing out his own kind of death of misery. We need a hero and your stalwart band of warriors and wizards fits the bill rather nicely.

You're going to have to take on the might of Zanta's army and use all manner of spells and special equipment to take out the evil menace in this sizzling Electronic Arts RPG. The graphics and sound are pretty swish for this type of game and the playability is unrivalled. Offering literally months of RPG excitement, The Bard's Tale 2 is simply an essential purchase - buy now!

PC
£9.99

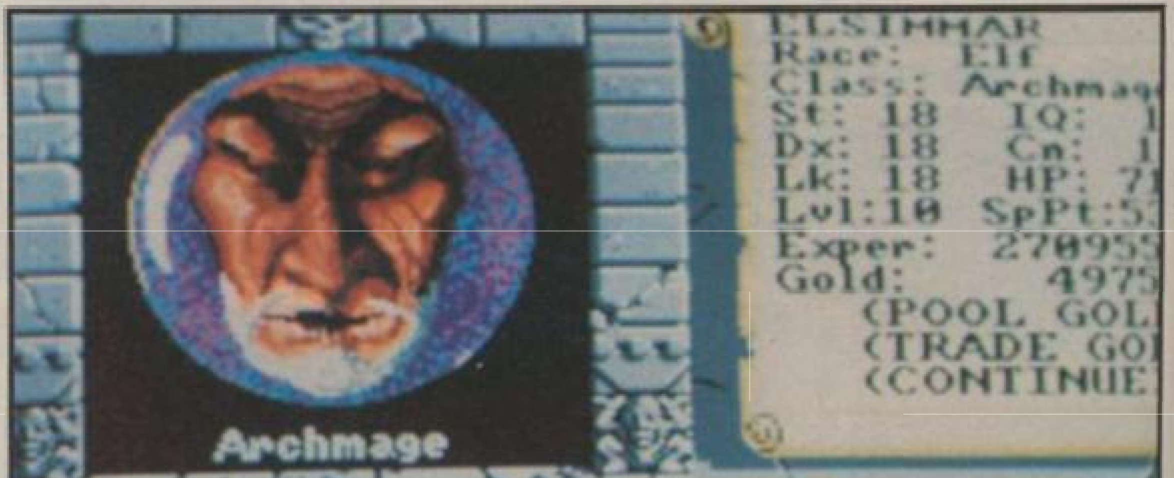
Brill! An astounding RPG that's a real steal at the magic price!

OVERALL 95%

AMIGA
£9.99

Just as amazing as the PC version. Rest easy in the knowledge that this is a tenner well spent!

OVERALL 95%



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ELSIMMAR
Race:  Elf
Class: Archmag
St: 18   IQ: 1
Dx: 18   Cn: 1
Lk: 18   HP: 7
Lvl:10   SpPt:5
Exper:   27095
Gold:     4975
  (POOL GOL
  (TRADE GO
  (CONTINUE

Archmage

 CHARACTER     AC  HIT PTS  SP
1 ELSIMMAR     L0  715      53
2 ENDEVOUR     L+  492
3 INTEGRITY    L+  550
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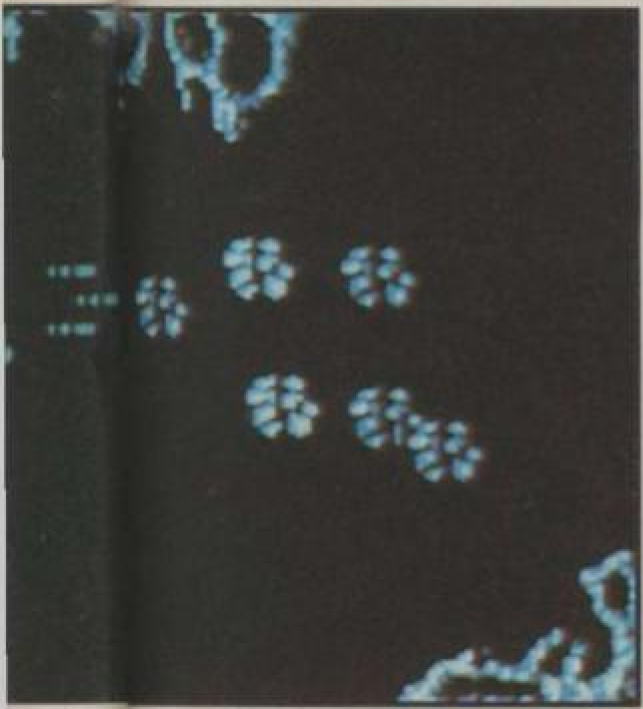
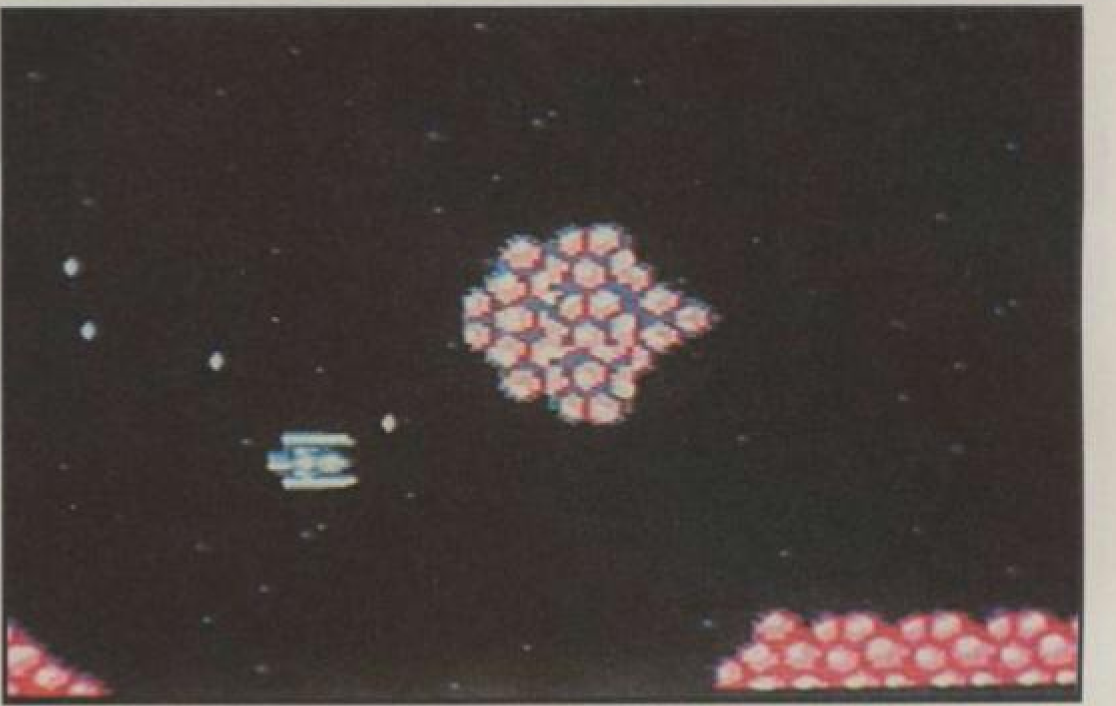




INTERCEPTOR

ELECTRONIC ARTS

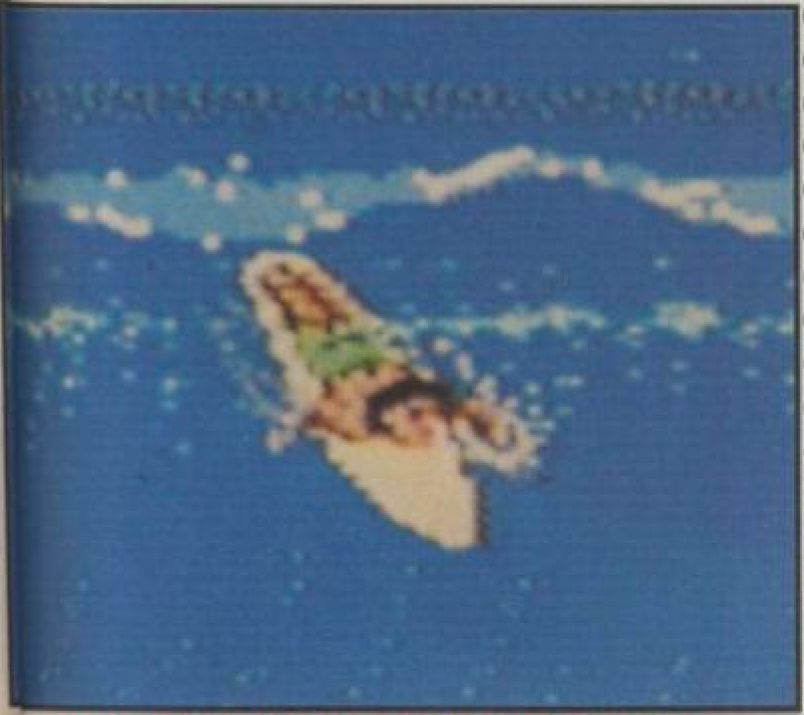
Another in a long series of EA Star Performers, Interceptor takes the player into the avionic wonders of the F/A-18 Hornet and F-16 Falcon. You've got five missions of bogey-blasting to attempt in your efforts to become an American hero. Interceptor made a big splash when it first came out because it was the first flight sim ever to adopt filled vector graphics.

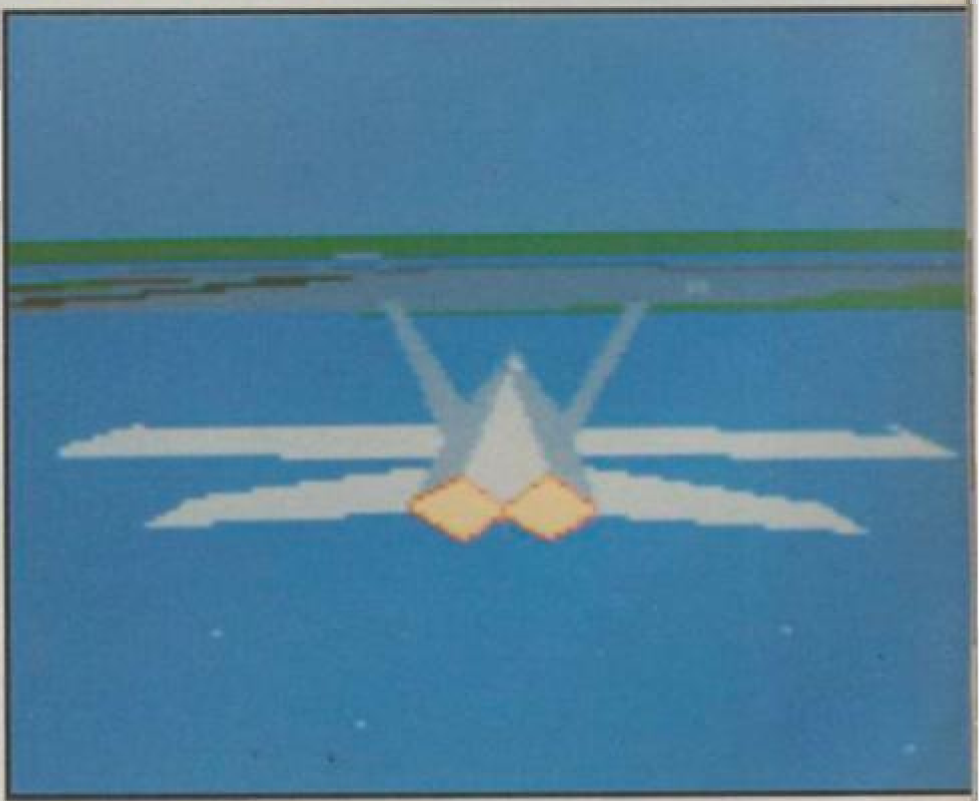
Interceptor does have a very easy control method and this makes flying the missions feel really good. Unfortunately, the likes of F-19 Stealth Fighter with their hundreds of missions (rather than five) make this otherwise cracking game seem rather dated, but if you're a beginner to flight sims, Interceptor is the one to go for!

AMIGA
£9.99

Easy to get into and pretty playable, Interceptor is a roaring bargain at a tenner. Shame about the pesky spinning wheel code protection, though.

OVERALL 82%





CALIFORNIA GAMES KIXX

One of the most amazing sports sims ever to hit the 8 bit computer finally makes it to the budget market and what a scorching bargain it is! Get sponsored by the likes of Ocean Pacific (TM) and Official Hacky Sack (TM), then sample the thrills of Half Pipe, Surfing, Roller Skating, Flying Disk, BMX, and foot bag (that's Hacky Sack (TM) to the rest of us).

The class graphics and brilliant playability of all six events have to be seen to be believed - on the C64. Unfortunately something went disasterously wrong when conversions were made to the other 8 bit systems, and they come complete with juddery graphics, awful sound and pretty diabolical gameplay.

C64
£3.99

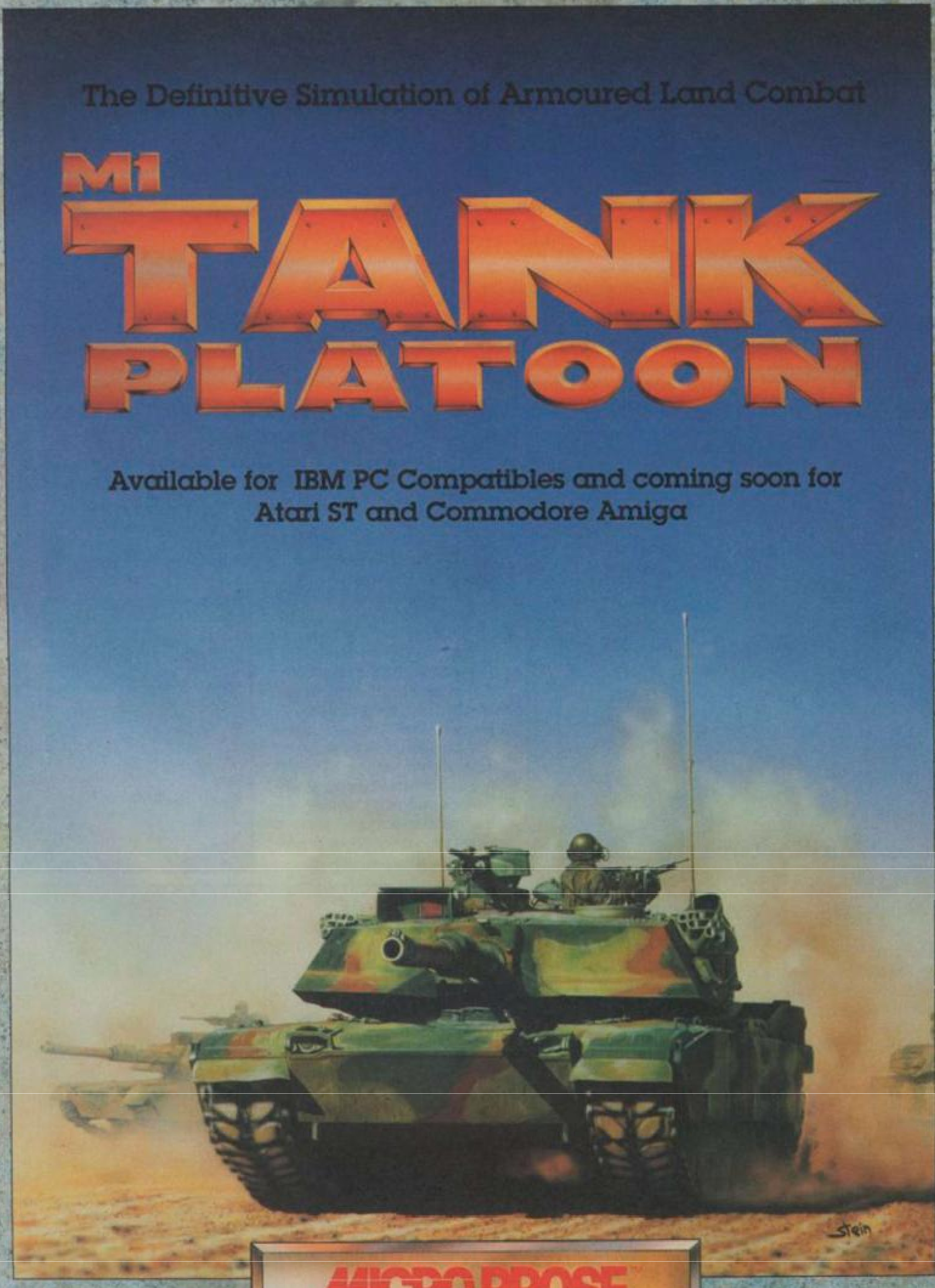
Amazoid! A brilliant sports sim that's four quid well spent!

OVERALL 94%

AMSTRAD
£3.99

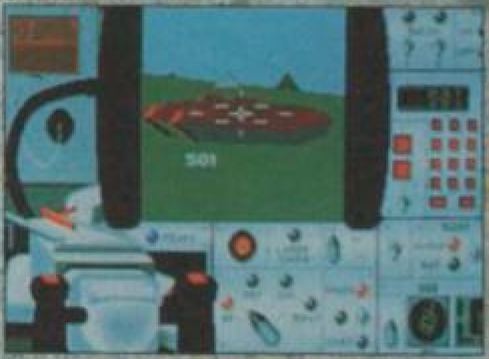
Urrghh! A shambling parody of the brill C64 version!

OVERALL 45%

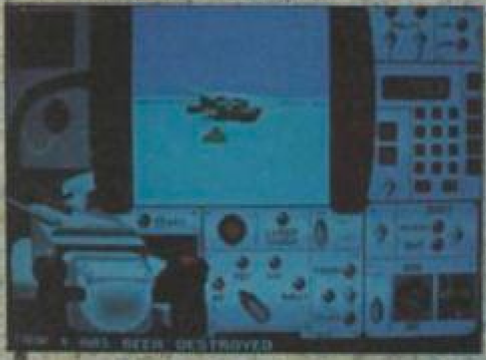

The Definitive Simulation of Armoured Land Combat
M1
TANK
PLATOON
Available for IBM PC Compatibles and coming soon for
Atari ST and Commodore Amiga
Stein
MICRO PROSE™
SIMULATION • SOFTWARE

Four M1 Abrams Tanks. Four soldiers in each. That's Four Tanks, Sixteen Men. And you control the whole shooting match.

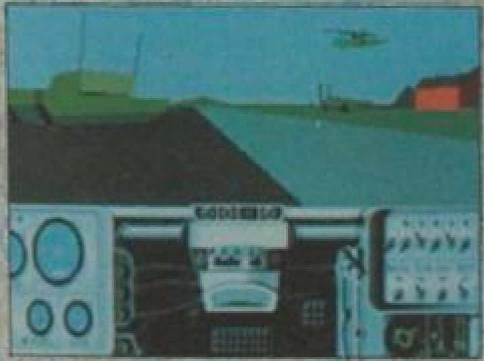
M1 TANK PLATOON



• Leadership. Each of the 16 men in your tank platoon has his own battlefield skills and abilities. Improving with experience, promotion and decorations, your chances of success increase as your platoon become battle hardened.



IBM SCREEN SHOTS SHOWN. ACTUAL SHOTS MAY VARY



• Strategic and tactical command. Plan your winning strategies, giving orders to your platoon of tanks, calling in airstrikes and artillery. At any moment you can 'jump' into the thick of the action, taking over direct control, as commander, gunner or driver of any tank.

• Realistic Battlefield terrain. Make use of natural cover, such as hills, ridges and buildings to hide your tanks, across the huge 16,000 acre 3-D battle zone, just like a real tank commander.

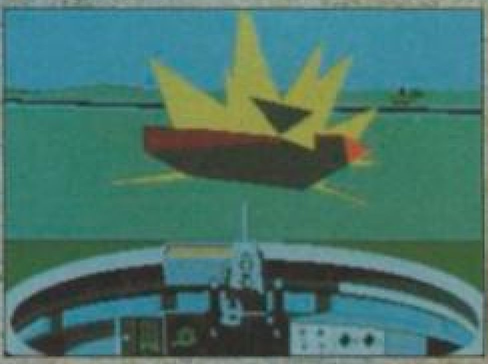
• High-tech war. Laser rangefinders, depleted uranium penetrators, wire-guided missiles, reactive armour, air support and artillery make M1 Tank Platoon the most comprehensive, up-to-date simulation of armoured land warfare available for your home computer.

M1 Tank Platoon was released for IBM PC compatible machines in October 1989.

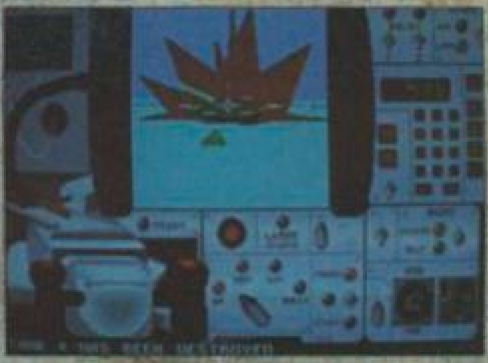
"MicroProse has surely excelled on this one: it's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." *** PC Leisure Spring '90**

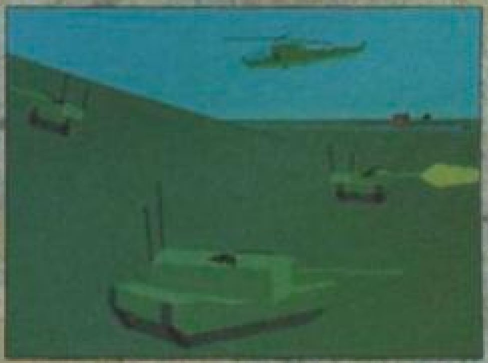
"I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." 87% C&VG Nov '89

"The most frighteningly accurate tank sim we've seen." 926 Ace Dec '89



• Endless variety. Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.





UPDATE

THE SPY WHO LOVED ME

DOMARK

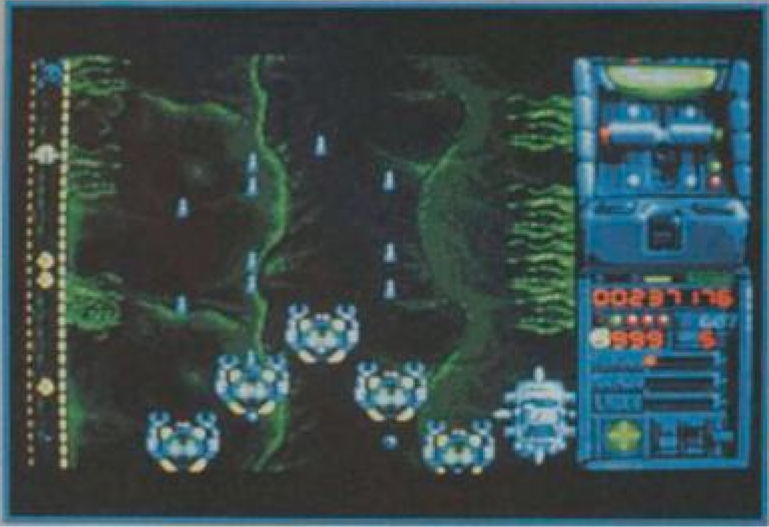
Bond is back on the ST! After the brill Licence to Kill, Domark have travelled back in time to 1977 for this Roger Moore epic. We played this game to death when we saw the Amiga version last month and now the ST version's arrived we can reveal that it looks and plays exactly like the Amiga original.

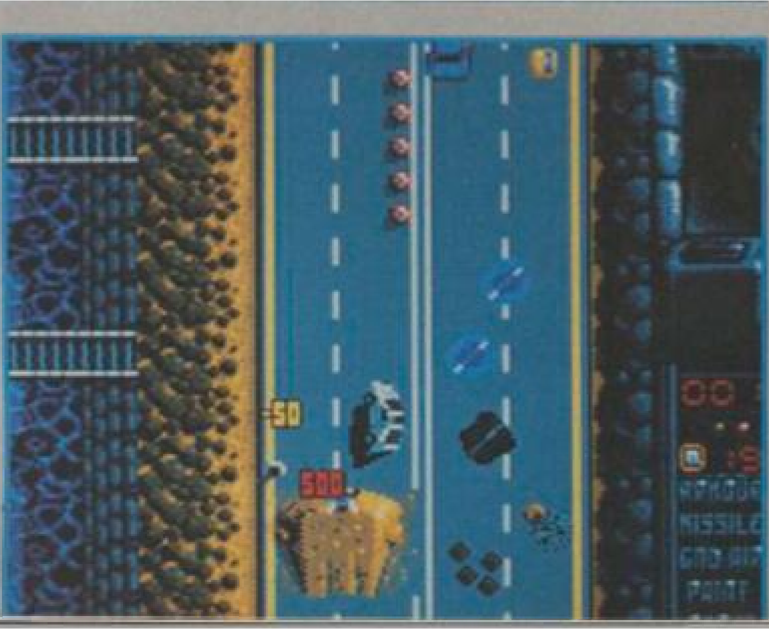
All five levels of 007 antics remain the same. There's the two levels worth of brilliant Lotus/Spy Hunter frolics, the underwater Lotus section and two levels of Operation Wolf-style gameplay. It's a pity that the ST version hasn't got the brilliant Bond theme of the Amiga game, but not to worry because The Spy Who Loved Me is still a pretty whizzo game. Check it out.

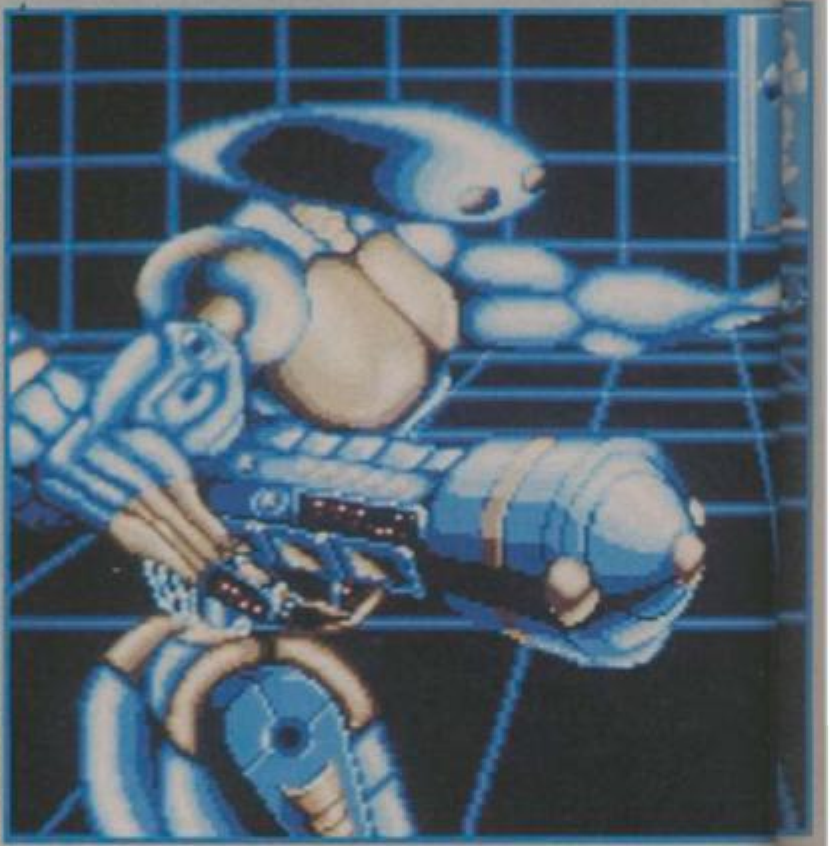
ST
£19.99

A tough challenge and no mistake, but one that'll have you Bond-ed to your ST!

OVERALL 90%







PARADROID '90

HEWSON

Five cargo freighters travelling through the Horsehead nebula have been bombarded with strange radioactive particles, causing the robot crew and their cargo battle droids to go haywire, destroying everything humanoid in their path!

Make way for the 101 Influence Droid - a droid with a mission to infiltrate the five freighters and blow away every robot on board. The Influence Droid may have pretty ineffectual fire-power, but its one redeeming feature is its ability to clamp onto other droids and take control of their bodies!

We loved the Amiga version lots when we saw it in August and the ST game is just as good. All the atmosphere and playability of the outstanding original are there to be savoured, and the challenge to complete all five ships is even more intense. All self-respecting ST owners should add this classic game to their collection NOW!

ST
£24.99

A fantastic thinking man's shoot 'em up, with unsurpassed atmosphere. An essential purchase.

OVERALL 93%

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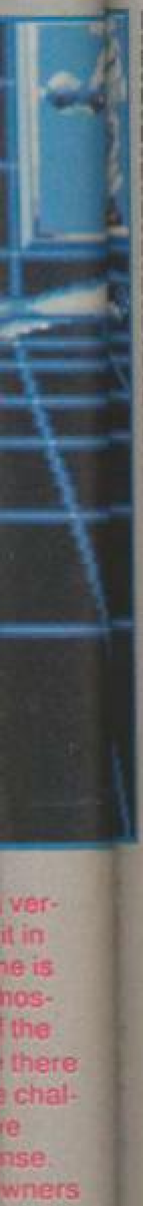
93%



KICK OFF 2

ANCO

Okay, okay, so we've already reviewed AND updated this fabulous footie sim, but Anco have finally revealed the new one megabyte version of the greatest footballing game in the known world!

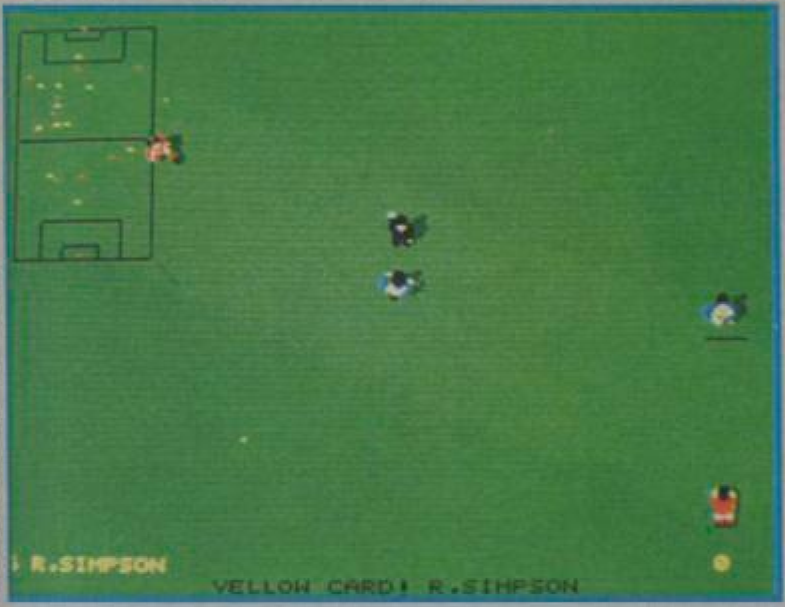
This new version retains all of the amazing functions (such as replays and different pitches) of the original, and adds some more! How would you fancy over-the-shoulder scissor kicks, Brian? Referees and linesmen follow the action and there's some extra sampled speech and various crowd chants (some of the more "colourful" ones have been left out, though!).

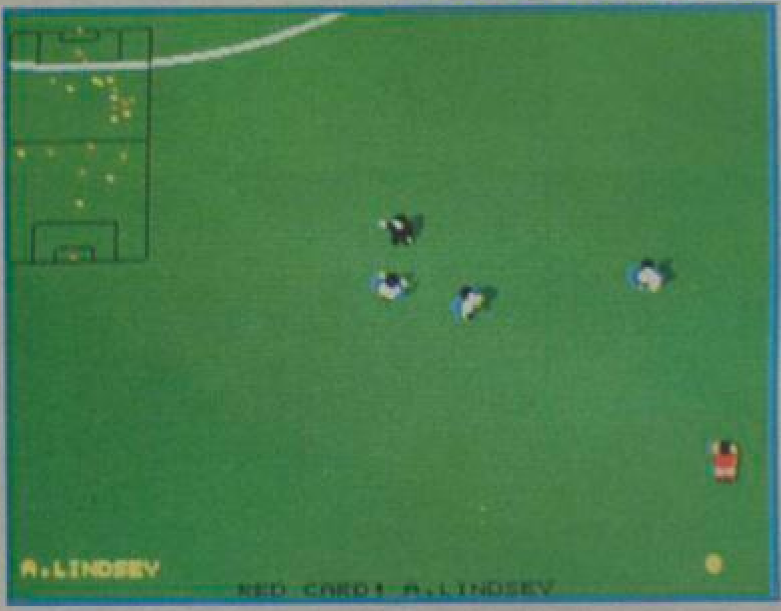
This version of the classic game is undoubtedly the best yet, but it's really just a slightly enhanced version of what's in the shops already. If you don't own Kick Off 2 and have a one megabyte expansion then buy it without delay.

AMIGA
£19.99

A totally amazing slice of footballing action. Make sure you're on the ball - now!

OVERALL 96%





TNT

DOMARK

Not a bomb-squad simulation, but a compilation of five of Domark's Tengen arcade conversions, namely Xybots (a sort of Berserk in 3D), APB (cops and robbers car chase), Toobin'(race down a river in a giant inner tube), Dragon Spirit (vertical scrolling shooty starring a dragon) and Hard Drivin' (a polygon driving "sim"). As far as the 16-bit versions go, they're not too bad, although APB and Dragon Spirit aren't tops, and Toobin' is so-so, but Hard Drivin' and Xybots make up for those. The 8 bits come off a bit the worse for wear, however, though the C64 version does contain the previously unreleased Hard Drivin'! Quite frankly, however, the price is a serious put-off for any 16-bit bargain hunters - thirty sovs for the Amiga and ST packs! Overall, a not-too-bad bunch of good and bad games, which is worth a look (if you're loaded with wonga).

AMSTRAD
£14.99

An okay set, the highlights being Hard Drivin' and Xybots.

OVERALL 72%

ST
£29.99

A decent bunch of conversions, but again, the price is a bit over the top.

OVERALL 77%

C64
£14.99

Alas, Hard Drivin' is awful, and the others in this package aren't the greatest either. Give it a miss.

OVERALL 49%

SPECTRUM
£14.99

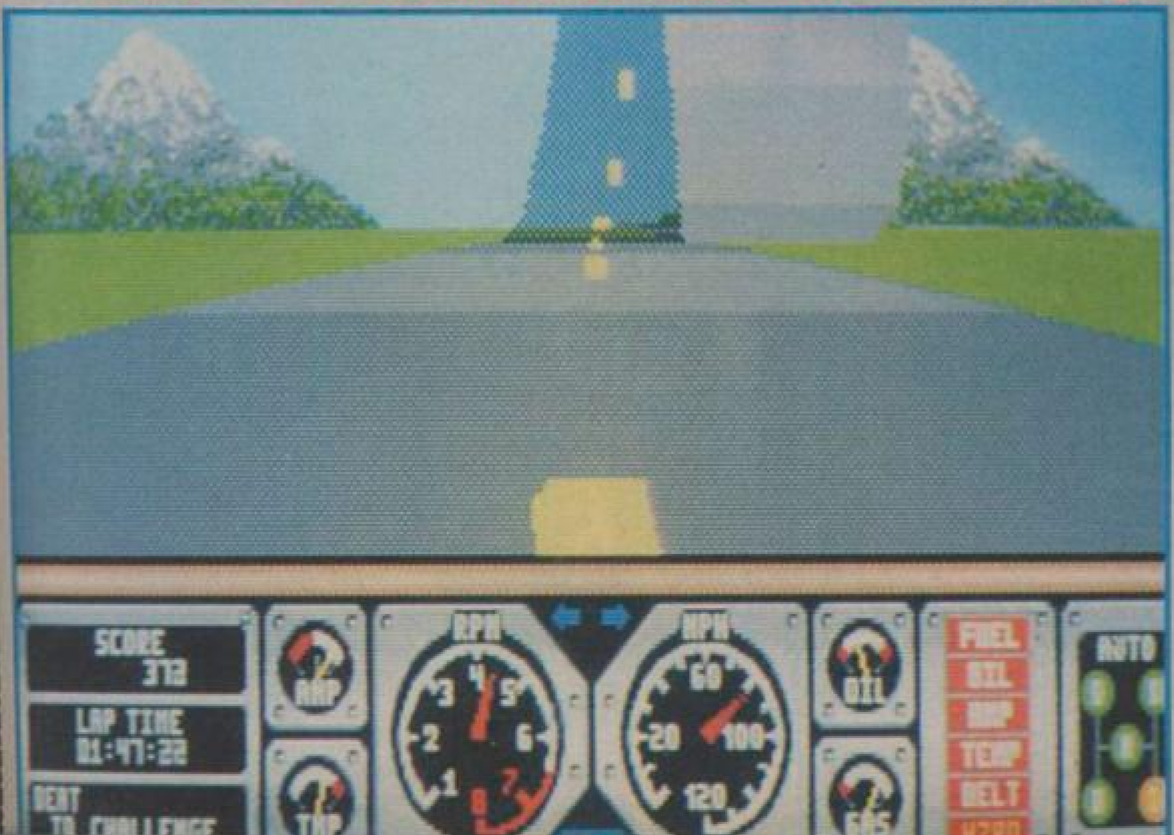
Hard Drivin' and Xybots are the pick of a not-bad bunch. Take a look before parting with the readies, though.

OVERALL 70%

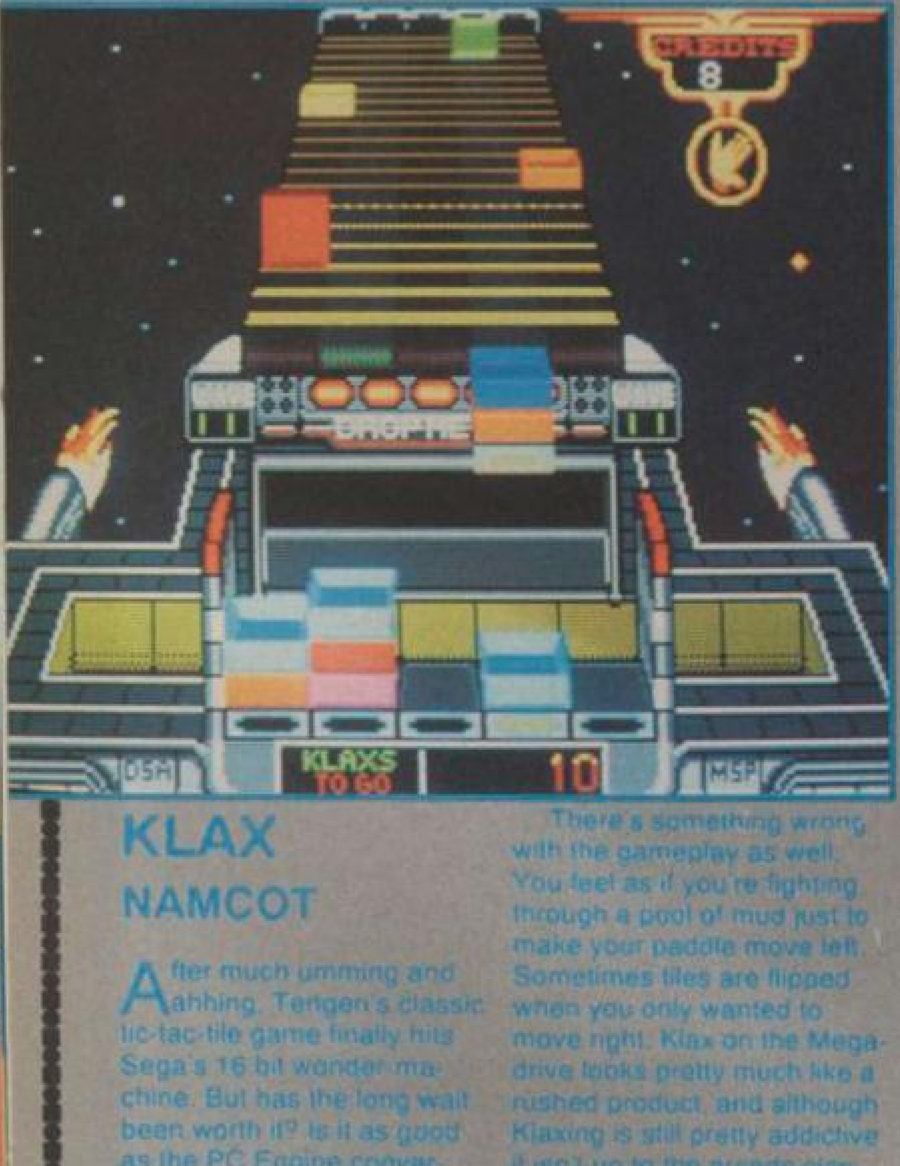
AMIGA
£29.99

A fine compilation of close coin-op conversions, lumbered with a hefty old price tag.

OVERALL 79%



UPDATE



KLAX

NAMCOT

After much umming and ahhing, Tengen's classic tic-tac-tile game finally hits Sega's 16 bit wonder machine. But has the long wait been worth it? Is it as good as the PC Engine conversion? Is it worth buying?

It has to be said that the answer to both of these questions is a resounding "no!". The Megadrive game has all the graphics from the arcade original, but half of the coin-op's brilliant sound has been left out. The rounds of applause at the end of each level, for example, have now been replaced by a Yoda soundalike gurgling "very good". Even the Amiga and PC Engine versions had better sound than this.

There's something wrong with the gameplay as well. You feel as if you're fighting through a pool of mud just to make your paddle move left. Sometimes tiles are flipped when you only wanted to move right. Klax on the Megadrive looks pretty much like a rushed product, and although Klaxing is still pretty addictive it isn't up to the arcade classic by any stretch of the imagination.

MEGADRIVE
£33.00

Klax isn't a complete disaster, but the faults in the gameplay and sound departments simply can't be forgiven.

OVERALL 65%

TIME MACHINE

ACTIVISION

The time-travelling escapades of Professor Potts got a C+VG HIT! a few issues back, and now the era-hopping egghead has emerged on the C64 and Amstrad. How do these translations stand against the Amiga version? we hear you cry. Very well, actually! The simplicity of the 16 bit game has been carried across intact, along with the playability. The graphics are colourful, if a little chunky, and sound is also put to good use. A flippin' good exploration game with loadsa puzzles that's guaranteed to keep you fixed to your stick for hours on end.

C64
£9.99

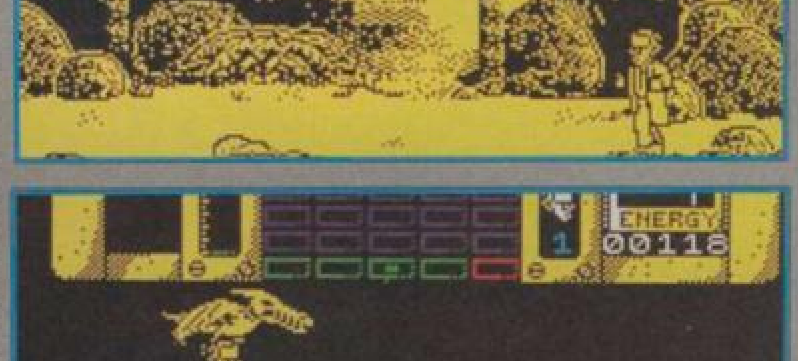
Bundles of fourth-dimensional fun that's great fun for arcade adventurers. Highly recommended.

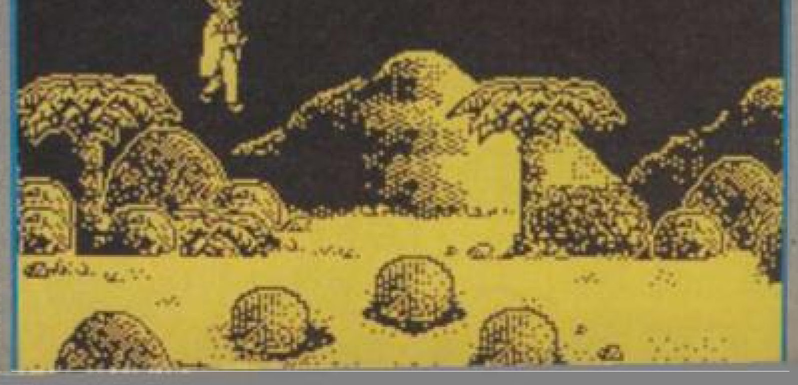
OVERALL 90%

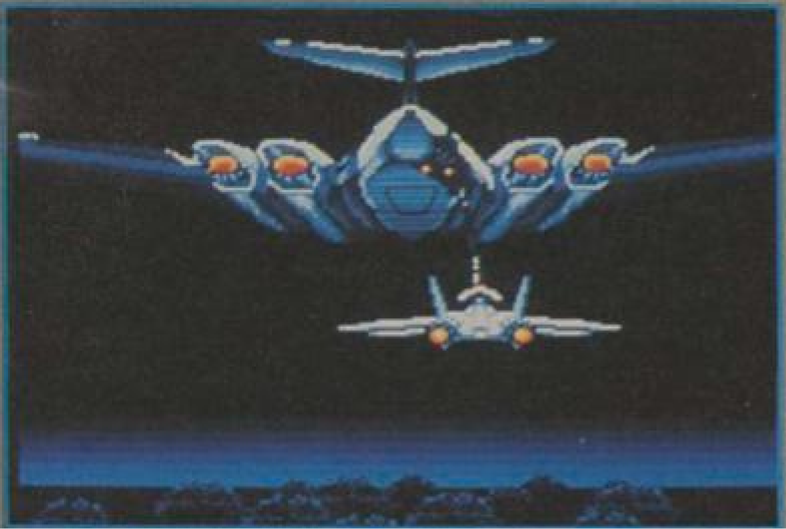
AMSTRAD
£9.99

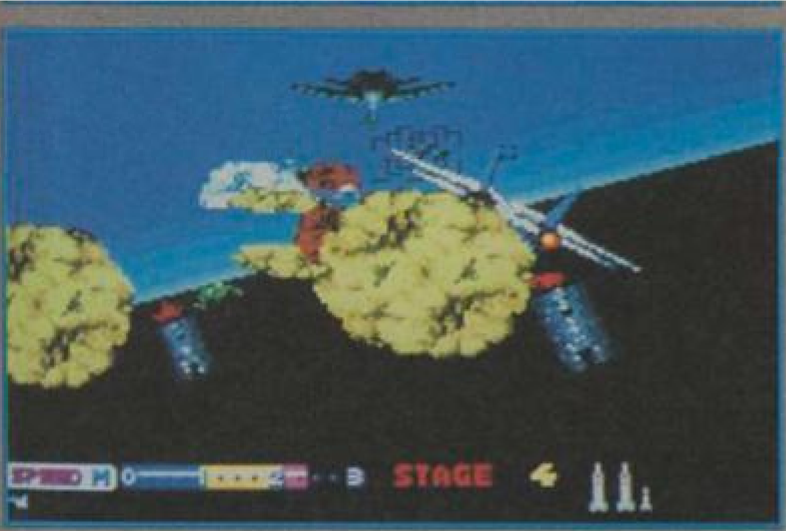
Similar to the C64 version, if a bit more colourful. Grab it at the first opportunity.

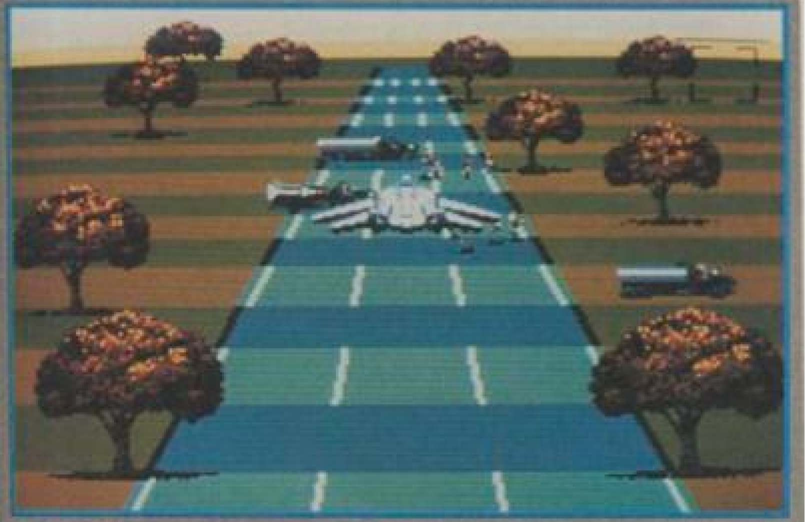
OVERALL 90%











AFTERBURNER

NEC

Here at C+VG, we were expecting the next Ice Age to arrive before Afterburner was finally released on the PC Engine! Well, hush our mouths because it's finally here - and it isn't bad at all. If you feel the need for speed, then Afterburner certainly dishes it out in copious quantities, especially when you open the throttle right up! The 3D is really good, with a really nice turn of speed. It gets a bit glitchy at times, but it could be far worse. The sound isn't bad either with decent rock tracks and all the speech of the arcade version.

The problem is that the game lacks that exhilarating buzz that the arcade version and the Megadrive game gave you. Somehow the screen feels cramped and dodging missiles seems more down to luck than anything else. Overall, though, Afterburner's a decent blast and if you had the hots for the arcade game, it's well worth looking up.

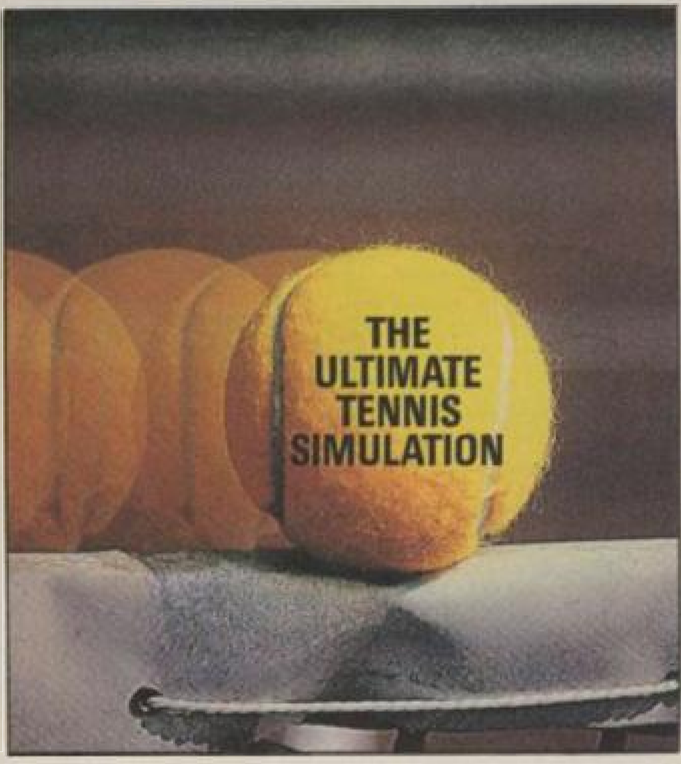
PC ENGINE
£34.00

Afterburner fans will lap this all up, but other punters may want to give it a miss.

OVERALL 82%

PRO TENNIS TOUR

2



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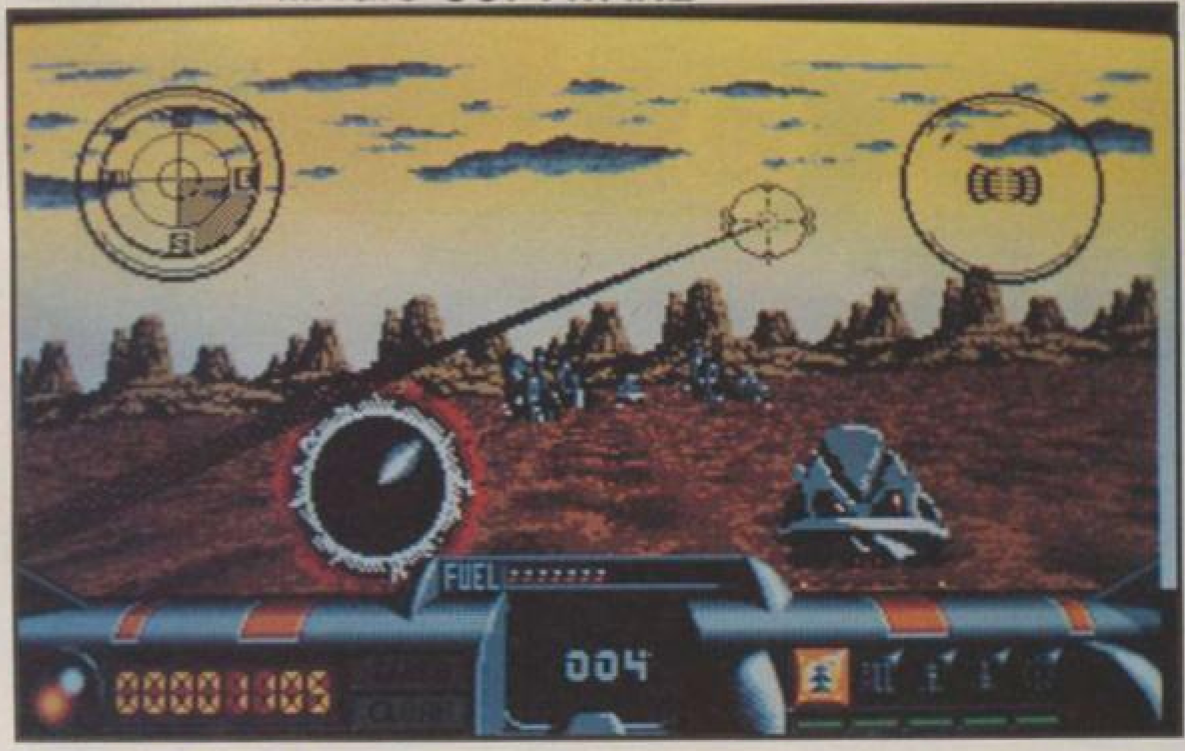
SHOCKWAVE

BY DIGITAL MAGIC SOFTWARE

3D blastorama with Shockwave!



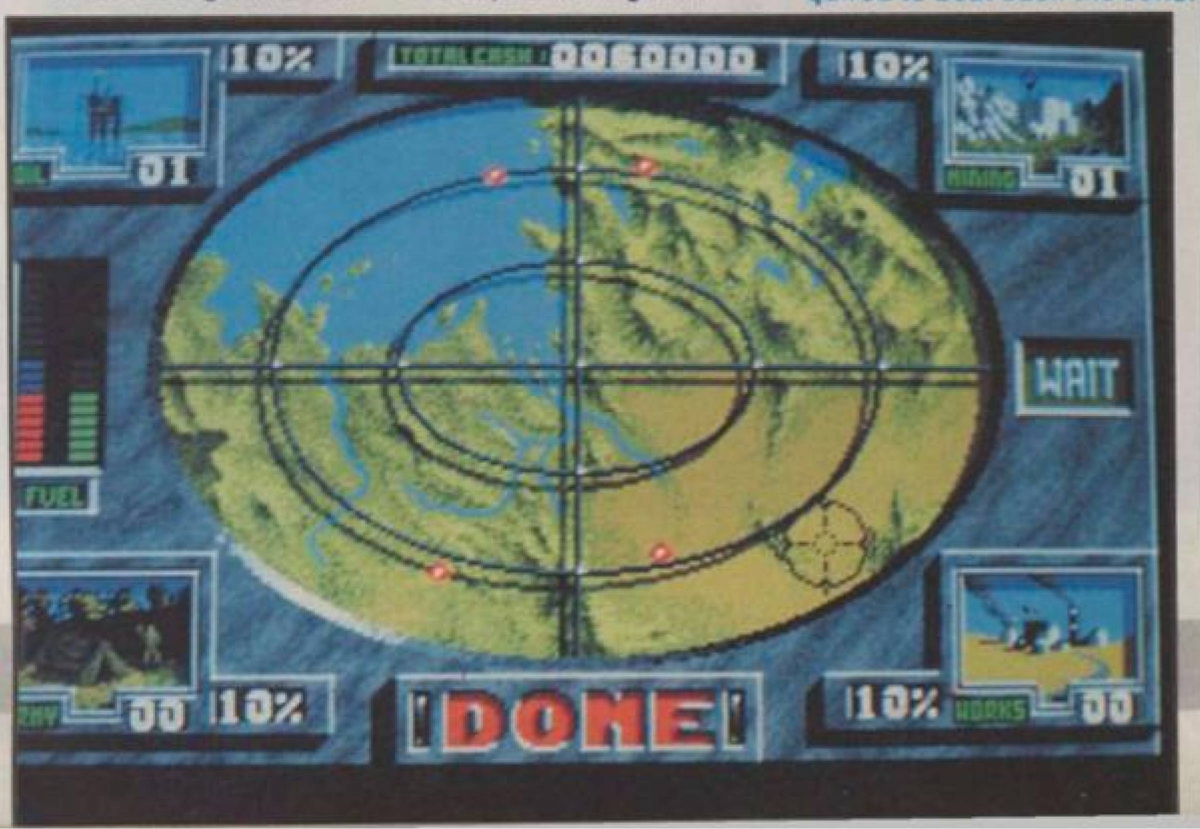
In the year 2167 AD, the Earth no longer bothers with imprisoning convicts. Instead, they usually end up being deported to the Moon and left to their own devices. Bit of a mistake, this, though, because the prisoners aren't the complete duffers that the authorities take them for, and they've constructed their own ships and now they're attacking the major cities of Earth, and guess who has got to defend one of them?

While holding out for reinforcements, you have to use the city's resources to aid the war effort. The ore from mines creates wealth and with this wealth you buy oil rigs (more fuel for your fighter craft), armies (to slow up the convicts) and factories (which develop better weapons and equipment for you as the game progresses).

As well as controlling all this development, you are called upon to slow up the enemy's advance personally. In this part of the game, which is displayed in Afterburner-esque 3D, the object is to destroy a set number of the enemy before they destroy you.

During the occasional special missions, you guide a remote controlled ship packed with explosives along a 3D trench to an enemy target. Reach the target before the countdown reaches zero, and the ship and the target both go kablooie!

▼ *Tactical cunning required to beat back the cons!*



UPDATE

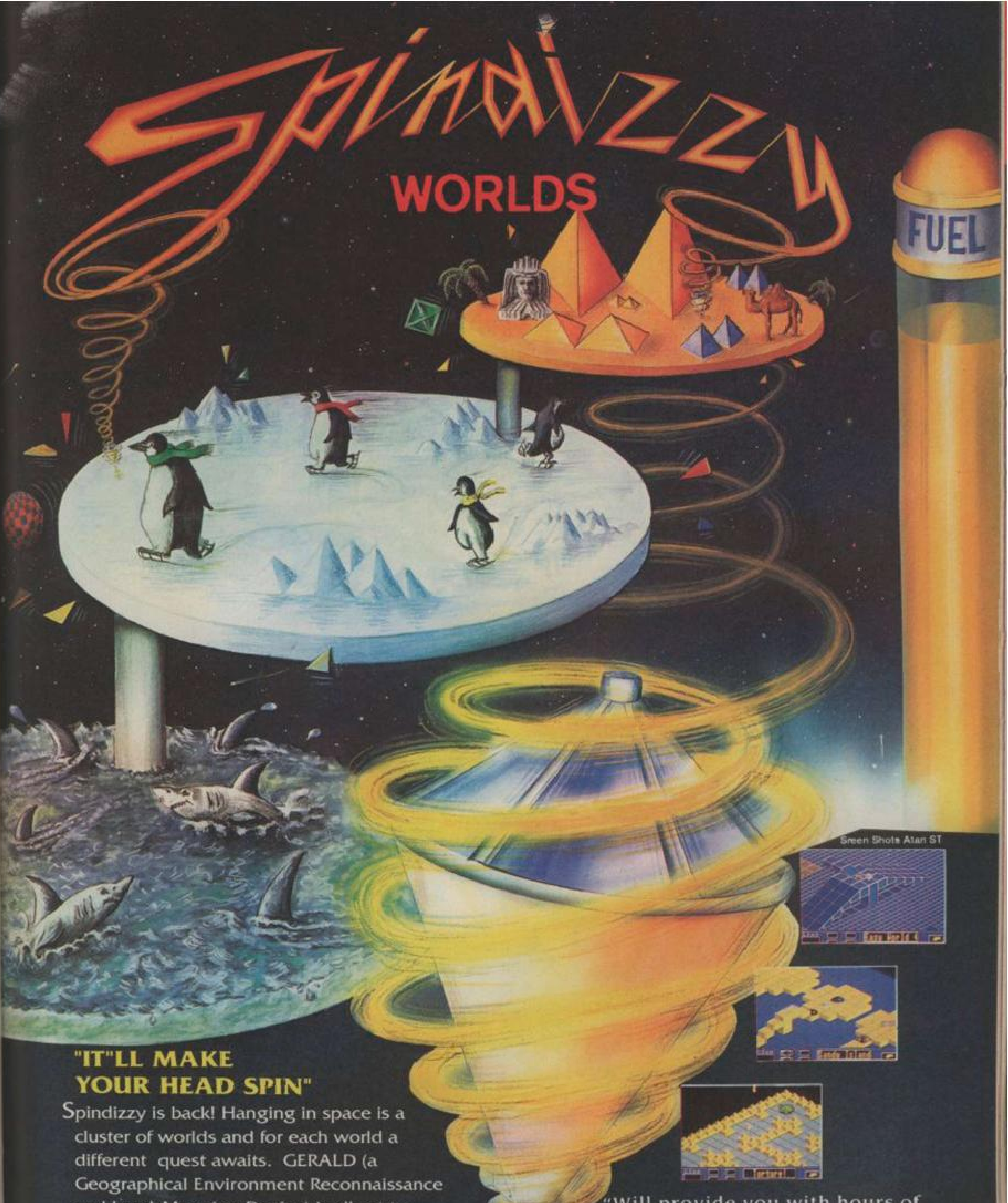
Get down to your local software store and you should find an ST version of Shockwave is on the shelves already!

AMIGA
£24.99

Shockwave is almost classy. There's no denying that its biggest selling point is the brilliant 3D visuals - they are truly stunning and move incredibly quickly and smoothly. The strategy aspects aren't bad either, with plenty of key decisions needing to be taken at every turn. Unfortunately the two aspects don't really fit together that well as a game. Neither the shoot 'em up nor the strategy elements have a great deal of depth or variety so the game as a whole isn't tops in the lastability stakes. In the short term, though, Shockwave ranks as an addictive little number, because you really feel the need to see the next level and the effects of your new weaponry. But it's the presentation and graphics that really make this game. Personally, I reckon that the programmers could produce an astounding Afterburner type game with these classy routines, so how about it Digital Magic?

RICHARD LEADBETTER

GRAPHICS	94%
SOUND	87%
VALUE	80%
PLAYABILITY	80%
OVERALL	80%



"IT"LL MAKE YOUR HEAD SPIN"

Spindizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. GERALD (a Geographical Environment Reconnaissance and Land-Mapping Device) is all set to explore the solar system, collecting energy crystals scattered around the scrolling 3D environment. You'd better have your Spindizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!

"Will provide you with hours of absorbing entertainment" – **ST Format**

"It's great. You'd be more than a bit dizzy to miss it!" – **The One**

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DRAGON BREED

ACTUAL AMIGA SCREENSHOTS

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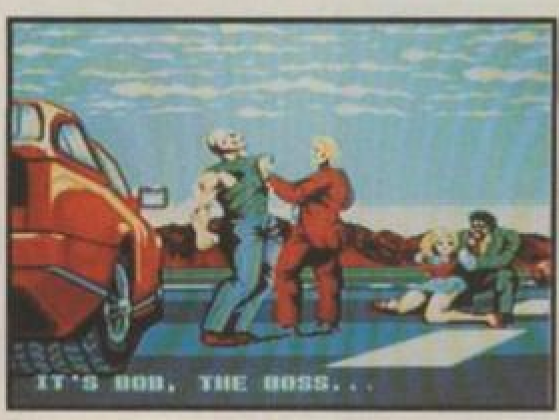
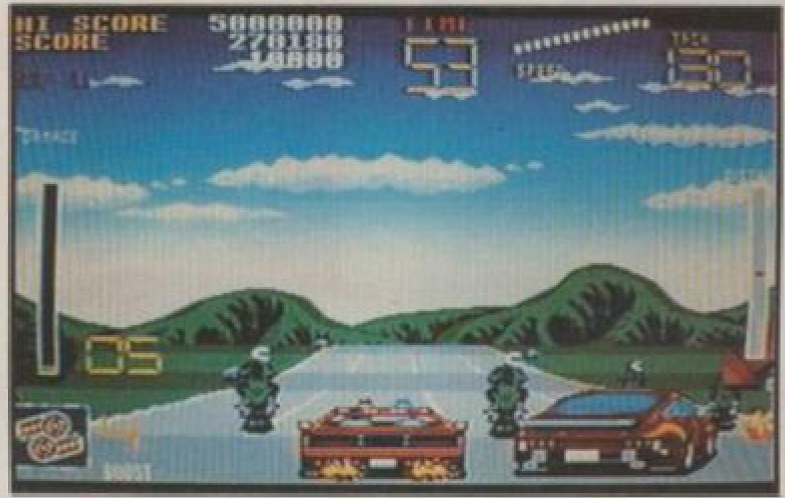
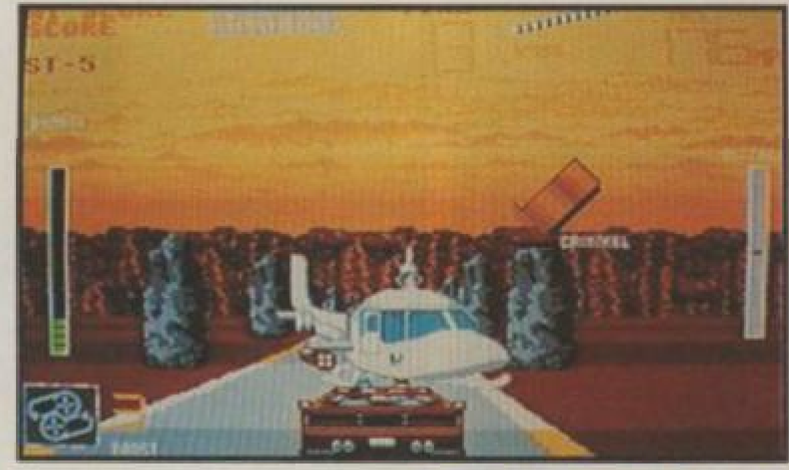


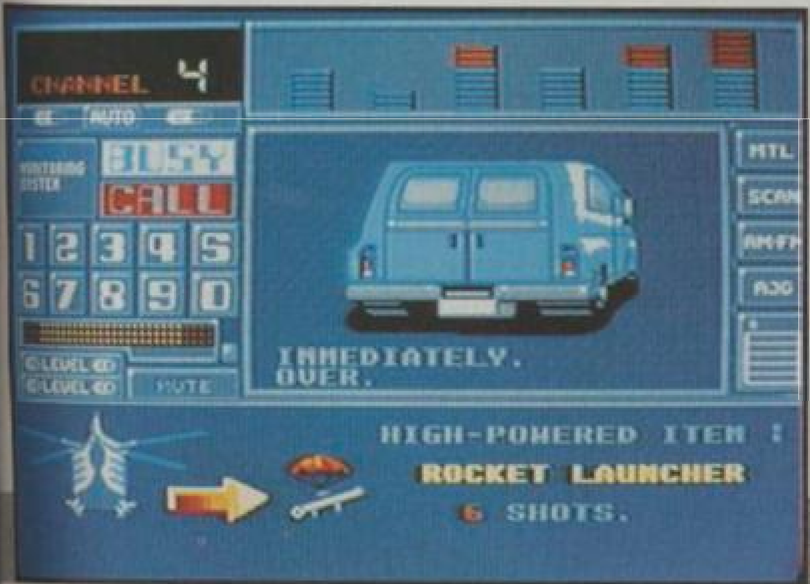
▼ *Ram 'n' blast the felons in SCI.*





▲ *A huge chopper blocks the path to glory!*

▼ *Consult with Karen for your next mission.*



IMMEDIATELY.
OVER.

HIGH-POWERED ITEM :
ROCKET LAUNCHER
6 SHOTS.

BY OCEAN

After making the roads safe for yer everyday driver in the brill Taito coin-op, Chase HQ, Ray and Tony (the Crockett and Tubbs lookalikes) have now been promoted to Special Criminal Investigations, the pinnacle of the CHASE department.

Their new mission is much like before - arrest five motorway maniacs, using any means at their disposal - except now the boys have a spanking new turbo-charged roadster and a firearms license, so instead of just ramming criminals off the road, one of the cool coppers can blast 'em as well! Who needs traffic wardens, eh?

Every so often, a helicopter appears and drops a package. If collected, the road-bound rozzers can let rip with a bazooka!

As in the original, the boys are racing against the clock and if they run out of time, the bad guy gets away! To even the score, however, one of five turbo-boosters can be engaged, pushing the car's speed to 230 mph for a few seconds!

UPDATE

ICE (the team behind the Amiga conversion) are producing an ST version, which will be much the same as the Amiga game, and Probe (who did the C64 game) are writing versions for the Spectrum and Amstrad GX4000 console. All versions will be out well in time for Christmas.

C64 ROM
£24.99

Chase HQ on the C64 was appalling, but this being cartridge only (primarily to take advantage of the C64GS console), the programmers have had stacks more memory to play with, and though the 3D is a little weird (the road moves faster than the buildings), the sequel is pretty good fun.

OVERALL 79%

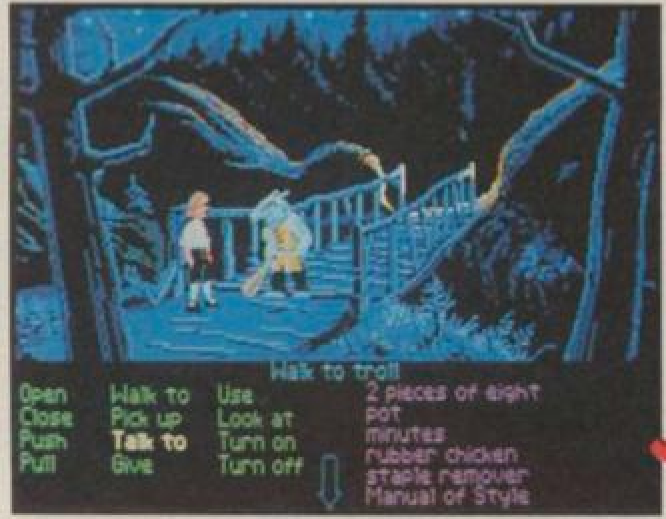
AMIGA
£24.99

After the top-class conversion of Chase HQ last year, I was wondering whether Ocean could come up with the goods once more, and they have - just. Thing is, this just seems to be more of a remix than an out-and-out sequel. The problem doesn't lie with the conversion, but with the coin-op - which just seemed to be an attempt by Taito to cash in on the original's success. So no points for originality, but SCI is pretty good fun, nonetheless. The graphics are nice and detailed, and the 3D is quite effective, but the screen looks a bit empty. The sound is quite tasty, too, and features lots of sampled stuff. The car handles well, but has a tendency to careen off the road a little too much - something which is a tad annoying when you're running out of time and about to administer the coup de grace! Overall, if you liked Chase HQ, you'll enjoy this, but be warned - there's not a lot between the two.

ROBERT SWAN

GRAPHICS	88%
SOUND	85%
VALUE	80%
PLAYABILITY	83%

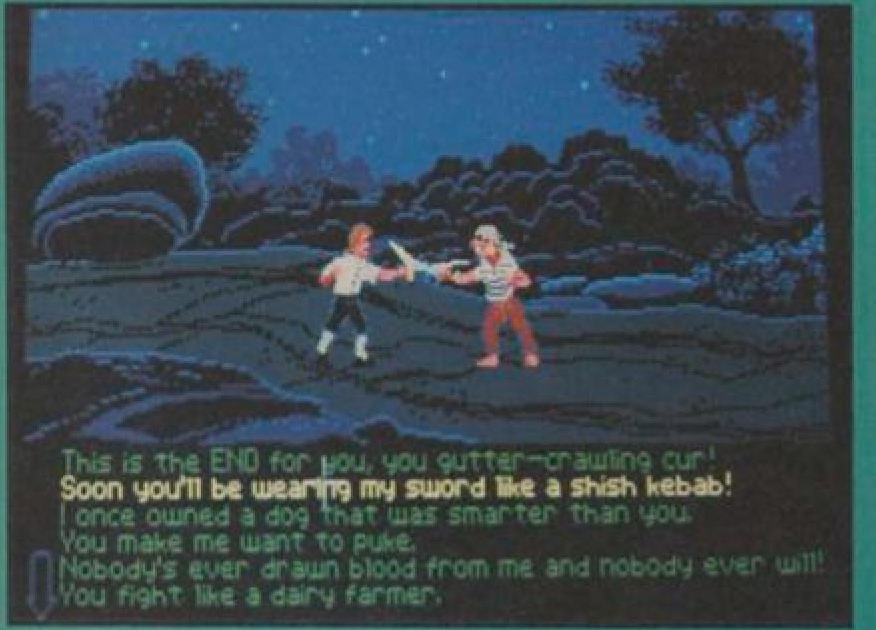
OVERALL 84%



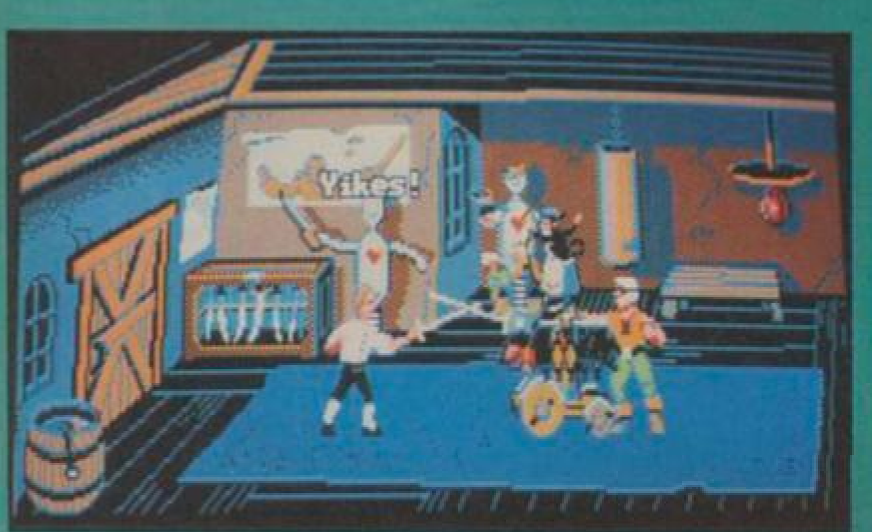
▲ *The troll wants something that attracts attention but is of no consequence - sounds a bit fishy to us.*

THE MON ISLA

BY LUCASFILM /US GOLD *Become a human ca bal*

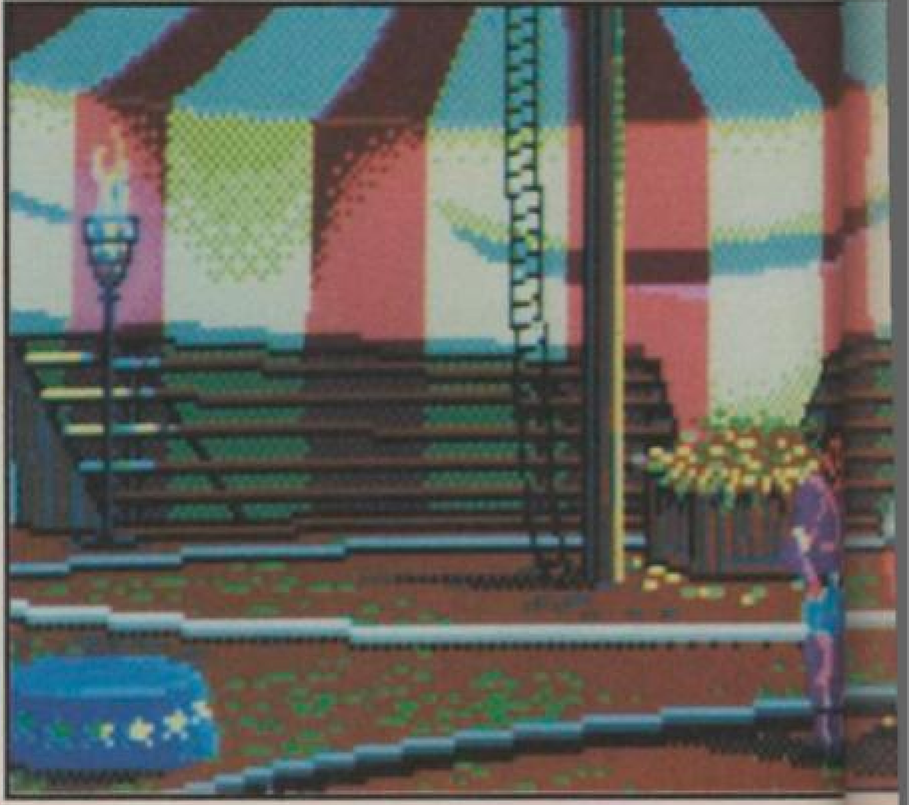


This is the END for you, you gutter-crawling cur!
Soon you'll be wearing my sword like a shish kebab!
I once owned a dog that was smarter than you.
You make me want to puke.
Nobody's ever drawn blood from me and nobody ever will!
You fight like a dairy farmer.



SWASH-BUCKLING EXCITEMENT!

Every pirate needs to know one end of his cutlass from the other, but successful swordplay isn't just down to speed and strength, as Captain Smirk here explains. Razor sharp wit is the mark of a good swordsman, and knowing the right insult for the right occasion can cut your opponent to the quick far more effectively than a steel blade. Test your skill against Melee Island's finest corsairs, but to impress the pirate leaders you must defeat Carla, the Swordmaster.



HEART-POUNDING ROMANCE!

Guybrush Threepwood was a would-be pirate, stealing an idol from her mansion. Elaine Marley was Melee Island's governor, a woman with power and responsibility, but when her eyes met his, sparks flew and made little scorch marks in the carpet! Alas, their romance is to be cut short, for Elaine is none other than the past lover of Captain LeChuck, and before Guybrush can plant the first smooch, LeChuck returns in spectral form to claim her back and carry her off to his hideaway on Monkey Island. Guybrush has no choice but to find a ship and a crew, then head off after him to retrieve his lost "Sugar Boots"! (And that's where the story really starts!)

E SECRET OF NKEY AND

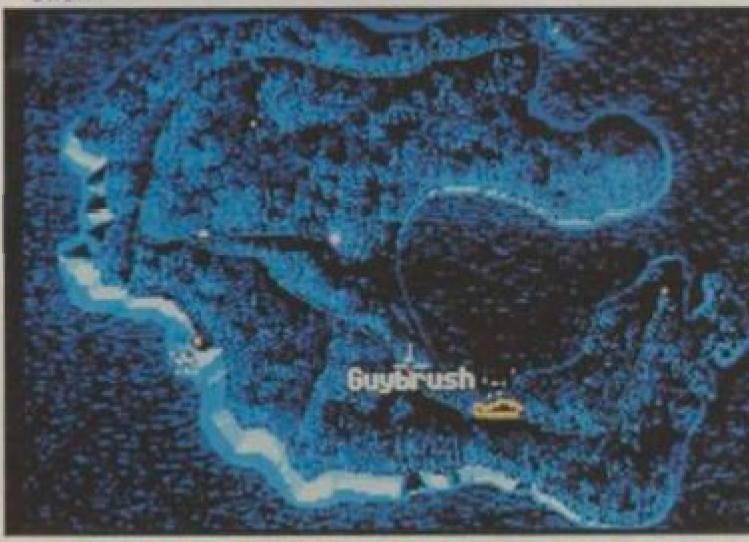
C+VG HIT!

Life has not been good to Guybrush Threepwood. No excitement. No money. No women.

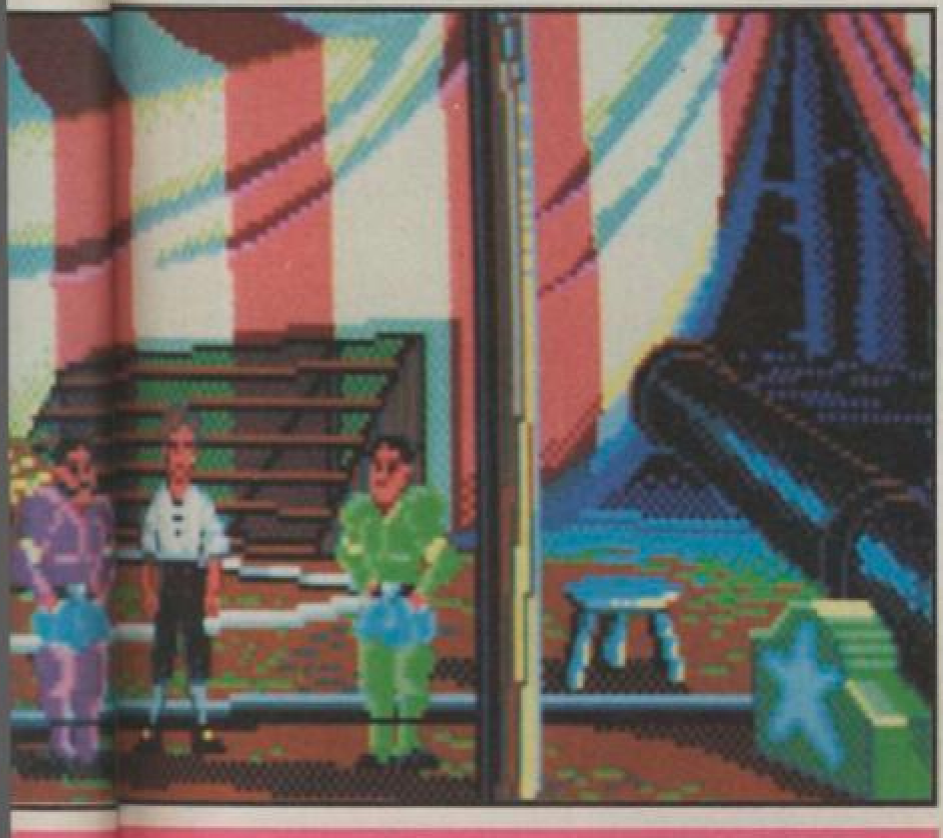
But now he has had enough. In his quest for fame, fortune, and females, Guybrush has set out to become the most daring pirate to sail the Caribbean in the whole 18th Century. His story starts on Melee Island, home port to the world's most immoral sailors, where he is looking for a job.

Unfortunately, Guybrush finds that the pirate community of the Caribbean has been suffering from a labour crisis ever since the evil spirit of Captain LeChuck put to sea in his ghostly galleon and began terrorising the local seamen. Luckily, though, with

▼ The Melee Island map - just point to your destination and click.



an cannonball - the route to fame and fortune. Well, fortune, anyway.



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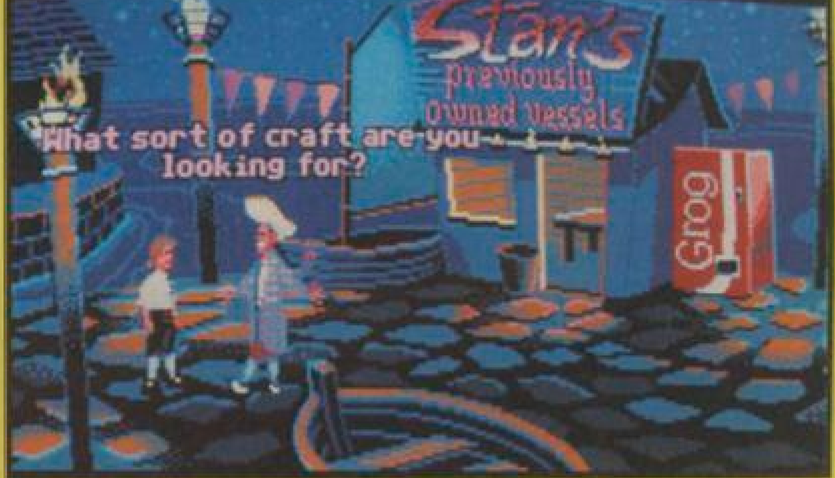
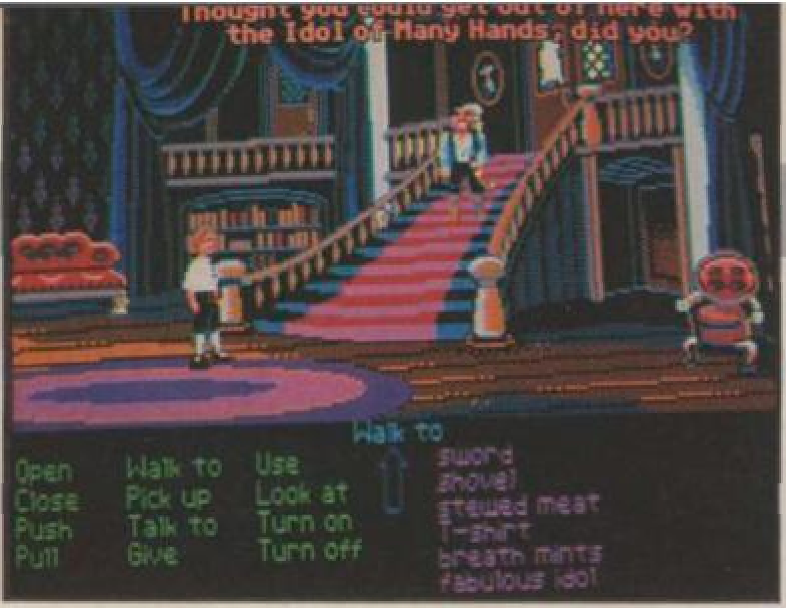


What sort of craft are you looking for?

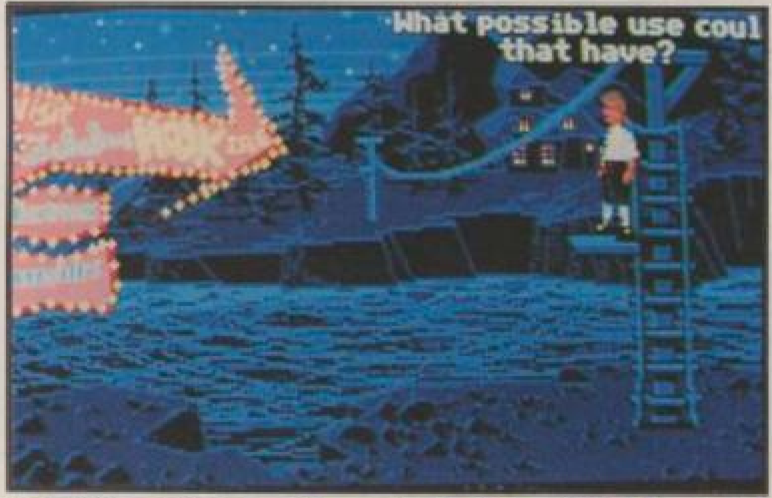
THRILLS AND ADVENTURE ON THE HIGH SEAS!

Ah yes, but before you can go after LeChuck and rescue Elaine you need a ship, and where better to find one than at Stan's Previously Owned Vessels? Whether you want a 200 foot galleon with two swimming pools and a revolving ballroom, or the only vessel ever to have survived the perils of Monkey Island (aha!), Stan ("I won't shut up till I've made a deal") promises to have the ship to suit you in his boatyard. Don't be afraid to haggle either - Stan loves it, but these days you need at least 5,000 pieces of eight to buy the right boat. Perhaps a little consumer credit is called for?

THE SECRET OF MONKEY ISLAND

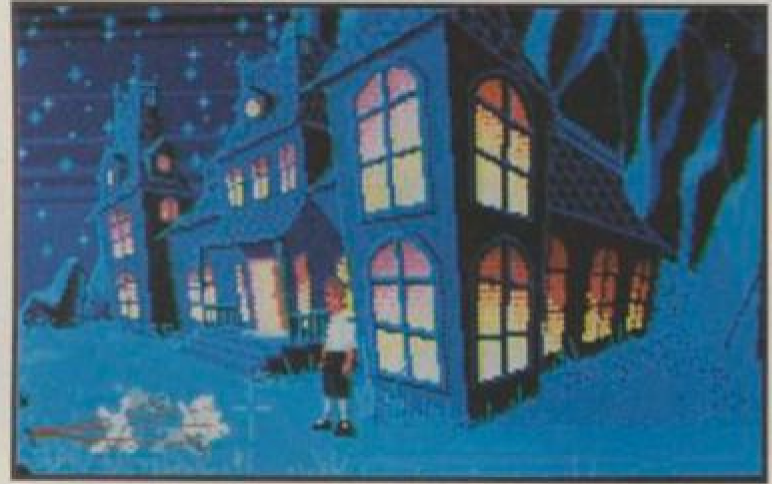


Thought you could get out of here with the Idol of Many Hands, did you?



What possible use coul that have?

▲ *A rubber chicken with a pulley in the middle? That could come in handy here.*



▲ *The Governor's mansion, with the canine guards neutralised by some dodgy dog food.*

such a crisis on their hands, the pirate chiefs are more than willing to recruit new blood, and they quickly dispatch Guybrush to complete three trials - defeat the island's Swordmaster, steal a fabulous idol from the mansion of the Governor and find the lost treasure of Melee Island.

Those are no easy tasks, and the game is by no means over when they are complete. The quest leads Guybrush from Melee Island across unknown waters, to Monkey Island, where he must face diet-conscious cannibals, insane castaways and the fearsome phantom pirate, LeChuck...!

UPDATE

If you've got an Amiga or an ST, you too should be able to discover The Secret Of Monkey Island, afore the month is out! Yo ho!

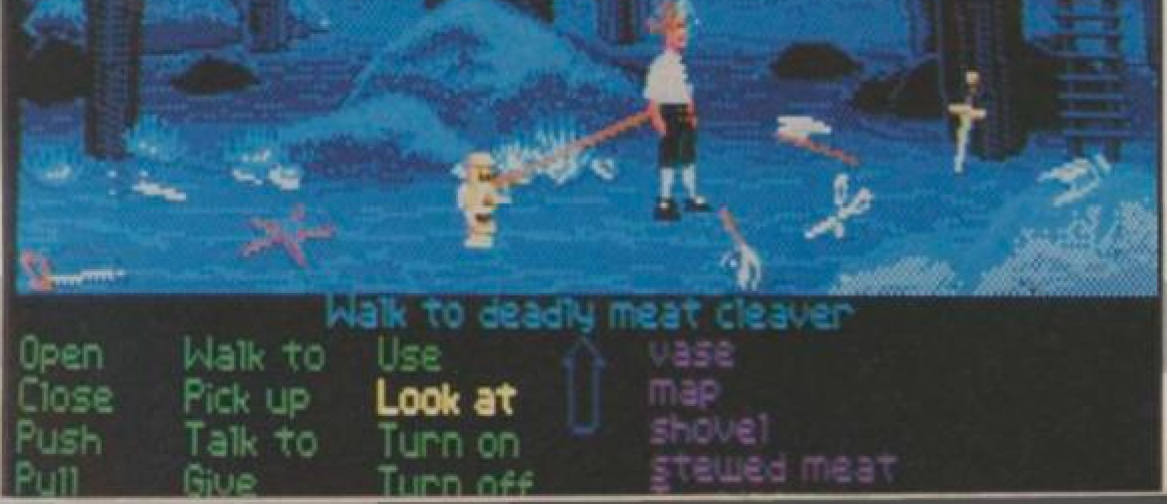
▼ *Surrounded by sharp objects but Guybrush can't reach any of them to cut his bonds! The solution to this predicament is simpler than it looks.*

PC
£29.99

The Lucasfilm adventures have always been favourites in our office, but this is the first one I've wanted to play right until the end. In the week since I got hold of this game, I've spent every spare moment playing it and enjoying it! Zak McKracken had a great sense of humour, and Indy had a great plot, but this has both! Usually the entertainment you get from an adventure is derived solely from solving puzzles, but the hilarious characters and situations, and the movie-like presentation (with cut-scenes and various "camera" viewpoints) make playing this more like taking part in a comedy film so it's much more enjoyable. The puzzles are brilliantly conceived too, and success depends more on looking and listening, which I think is preferable to mind-bending lateral thinking. Lucasfilm's easy-to-use, point-and-click command system rides again in Monkey Island, so even the laserbrains with keyboardphobia have no excuse not to get hold of this utterly enthralling game at once!

PAUL GLANCEY

GRAPHICS	94%
SOUND	81%
VALUE	92%
PLAYABILITY	97%
OVERALL	94%



I can't reach that from here.

Walk to deadly meat cleaver

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Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

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INDY 3

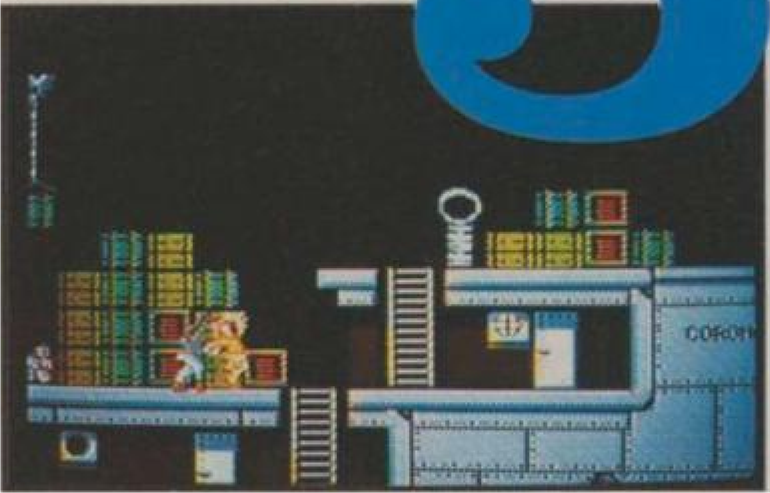
C+VG HIT!

BY TAITO

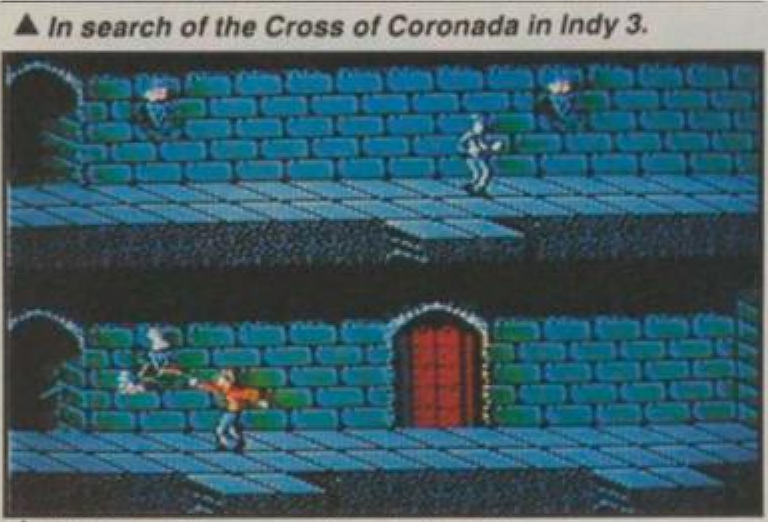
He's back, and he's brought his dad - again! Indiana Jones, archaeologist, hard guy and star of three money-raking movies, is out to find the Holy Grail, the fabled receptacle of the blood of Christ, and nothing's gonna stand in his way!

Following the plot of the film, the game starts off on board a ship, through which Indy has to fight off hordes of fist-fighting thugs in order to retrieve the Coronado Cross. Once successful, Indy receives a telegram from his friend Sallah telling him his father has been kidnapped, and taken to Castle Brunwald. Does Indy travel to Germany and rescue Daddy Indy, or go to Vienna and continue the search for the Grail? You have to make that decision, but bear in mind that following one pathway means you miss out on whatever perils or goodies are in store on the other route.

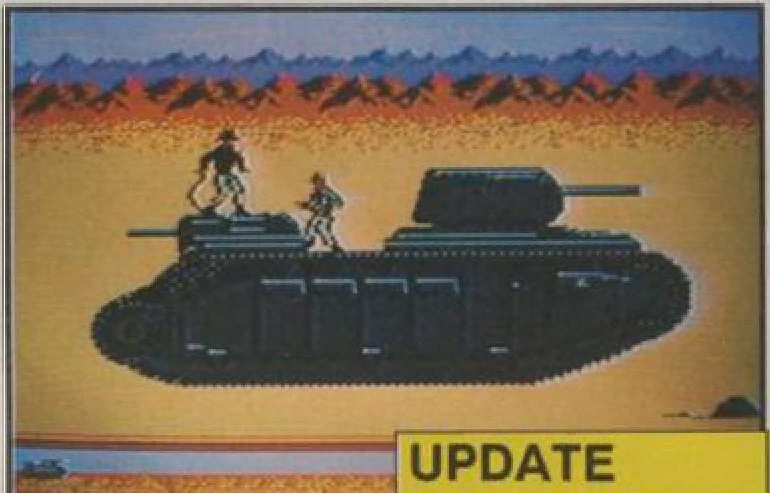
The mix of arcade action and decision making is most reminiscent of a Cinemaware game. The castle scene, for example, is a massive maze, with secret entrances and traps galore. The desert section in which Marcus Brody has to be rescued from a Nazi tank before it goes off the edge of a cliff is also in, and there's even a motorbike sequence, in which Indy has to avoid traps, gun emplacements and enemy riders!



▲ *In search of the Cross of Coronada in Indy 3.*



▲ *Whipping the opposition in this Nintendo goodie.*



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UPDATE

Last year, US Gold produced games for all formats based on the Indy III movie, and they are also about to launch a version of the same game for the Sega Master System. Watch out for a review of that in the very next issue of C+VG.

NINTENDO
£29.99

I've always been a little sceptical of console "adventures" in the past, but Last Crusade completely blows away any cynicism I might have had (Ooh, you're such a hard man to please - Ed). The feel of the game and the fact that it sticks so closely to the plot of the movie makes playing feel like watching the movie unfold. The graphics are great, with buckets of colour on both the action and intermission screens, and the sprites whizz around the screen at a great rate of knots. The main tune is a very nice rendition of the title theme, and there's lots of nicely done spot FX thrown in for good measure. Indy walks and runs around like a thing possessed, punching, jumping, kicking and whipping, and is very well animated indeed, as are all the sprites. The game is so involved, but allows you to skip around certain parts of the game, so you can dictate how the difficulty curve escalates! Quite frankly, this has got to be one of the best Nintendo games to date, and you'd have to be an utter pillock or someone who absolutely hates Harrison Ford to miss it.

ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	89%
PLAYABILITY	89%
OVERALL	**89%**

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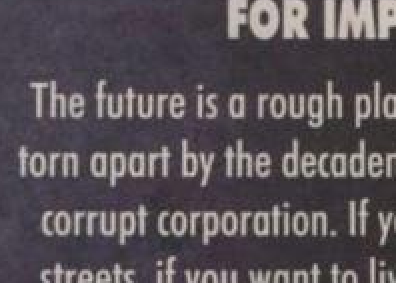

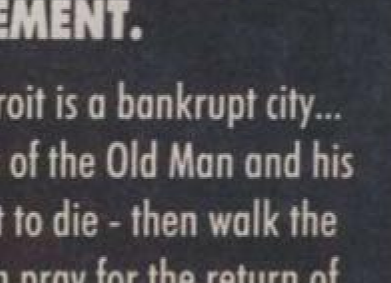

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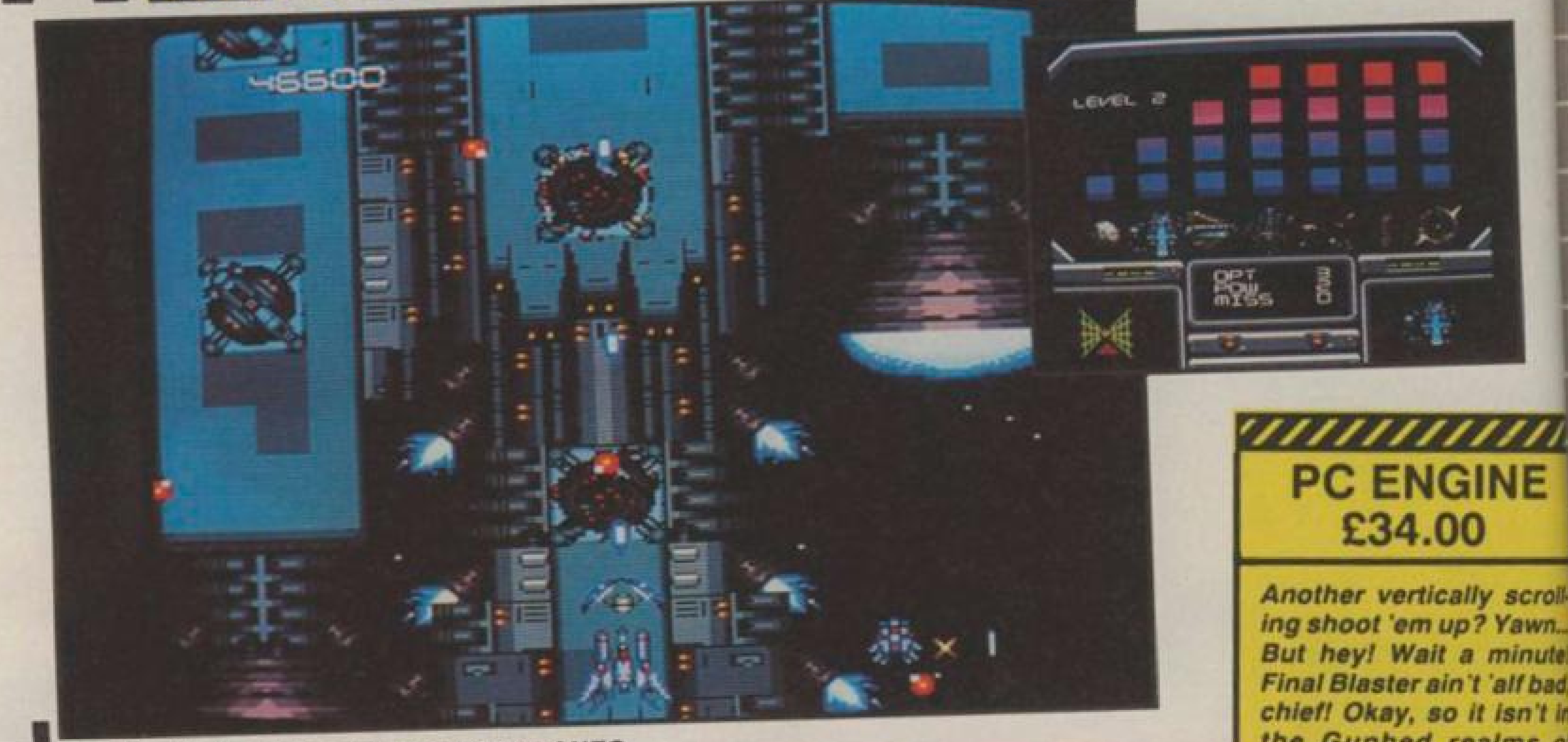


▲ *Playable blasting action courtesy of NEC.*

FINAL BLASTER

BY NAMCOT

This time those devious, plotting, alien slime have gone too far! Just when the Earth Council were planning their next diplomatic move for intergalactic peace, those double-crossing xenomorphs sneaked into our armoury, destroyed most of the fighter fleet and made off with all our highly advanced weaponry!

Only one squadron of patrol craft escaped the catastrophe, and is now ready to chase the thieving aliens home, and give them a blasting they won't forget!

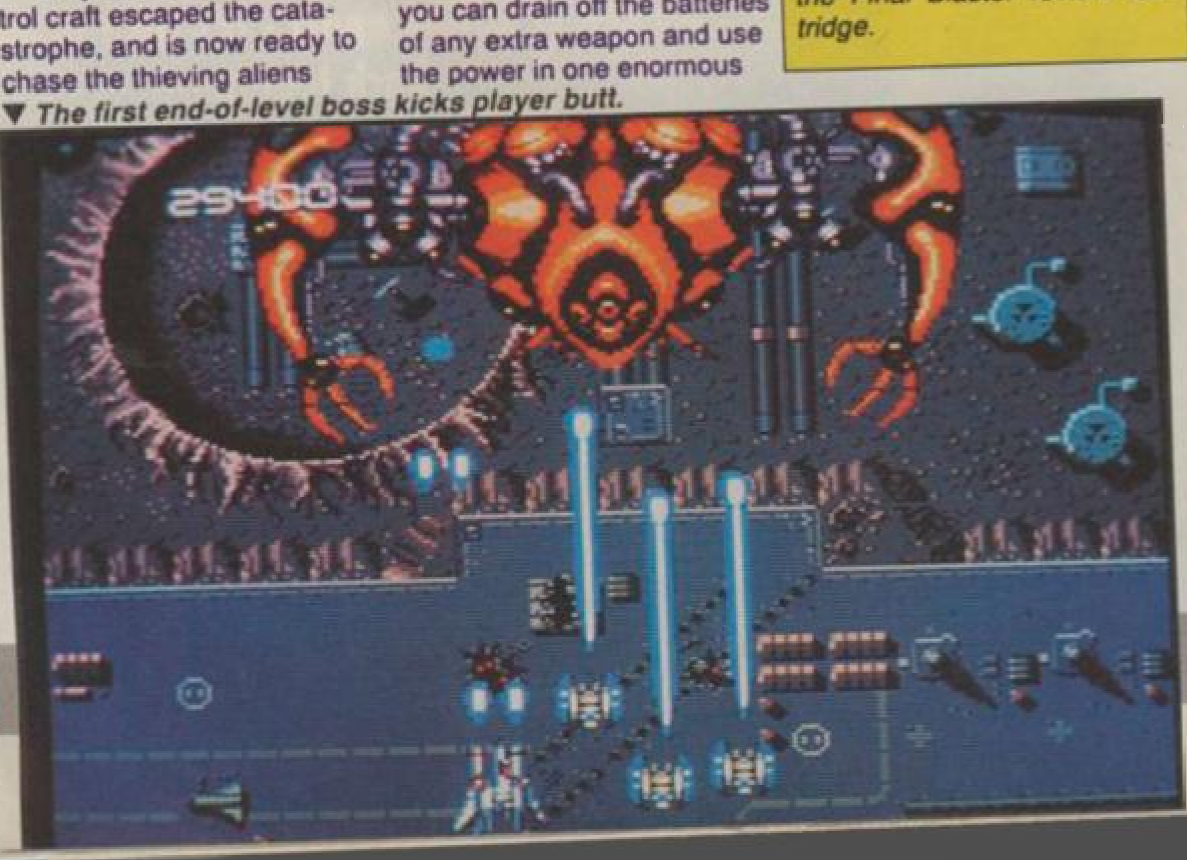
Luckily, the stolen weaponry is still in transit, so if you torch a container ship you can catch a weapons pod and bolt it onto your own craft. Two types of these power-ups are on offer. One produces extra fire, whilst the other issues a more deluxe version of the bog-standard laser bolt, including rear fire and multiples. Alternatively, you can drain off the batteries of any extra weapon and use the power in one enormous super-destructo space-blast which nukes everything on the screen.

All tooled up with nowhere to go? You may find that the enemy have one or two nasty tricks up their slimy sleeves, not least the nightmare-like end-of-level guardians!

THANKS!

Thanks again to PC Engine Supplies who provided us with the Final Blaster review cartridge.

▼ *The first end-of-level boss kicks player butt.*

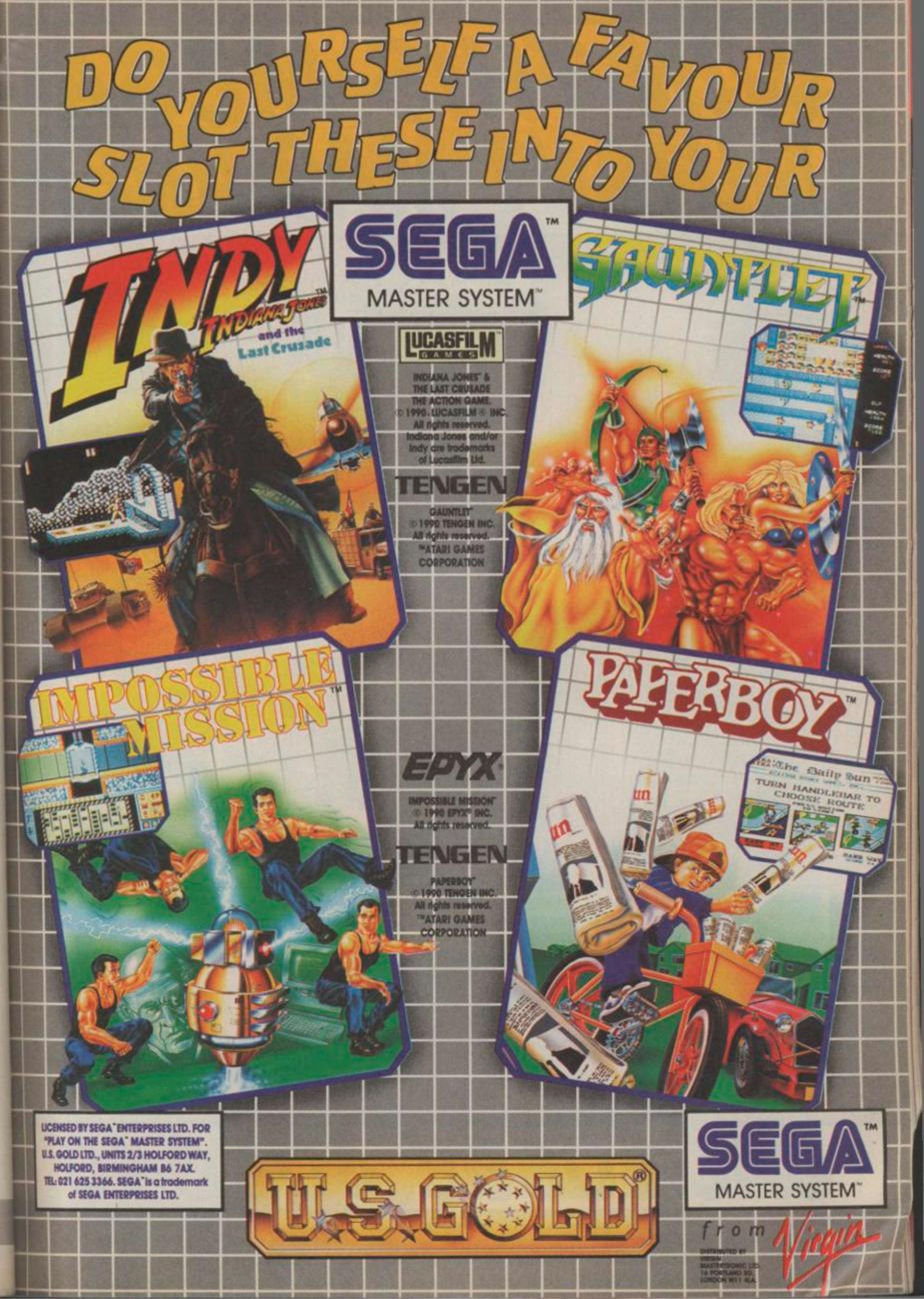


PC ENGINE £34.00

Another vertically scrolling shoot 'em up? Yawn... But hey! Wait a minute! Final Blaster ain't 'alf bad, chief! Okay, so it isn't in the Gunhed realms of complete brilliance, but it's pretty damn addictive nonetheless with plenty of levels to keep you occupied. The extra weapons (including a Battle of the Planets-style Fiery Phoenix!) are many and varied including vicious side cannons that power-up to Salamander-style multiples! The end-of-level bosses are pretty evil too, and there's always a nasty surprise in store for you! The graphics are well-defined with scrolling that's as smooth as silk. The sonics are also pretty groovy, with ear-blasting effects and decent tunes. The game doesn't really represent much of a challenge though, and hardened shoot 'em up fiends will find the going a bit too easy. Recommended, nonetheless.

RICHARD LEADBETTER

GRAPHICS	**89%**
SOUND	**84%**
VALUE	**84%**
PLAYABILITY	**83%**
OVERALL	**83%**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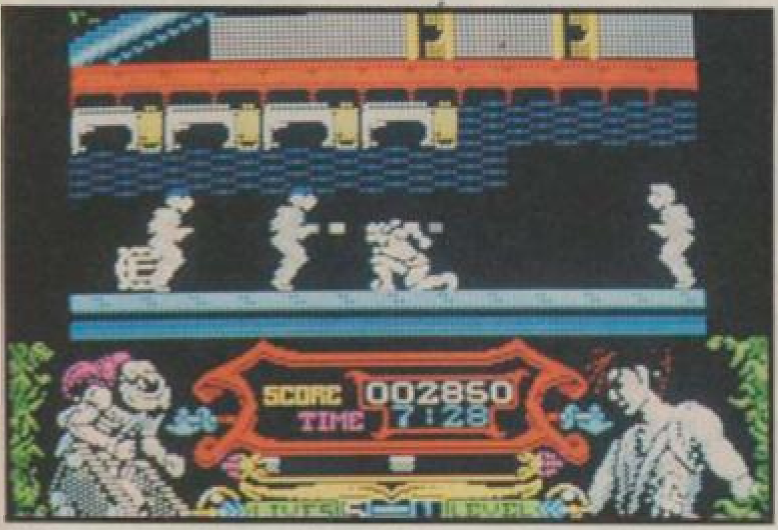
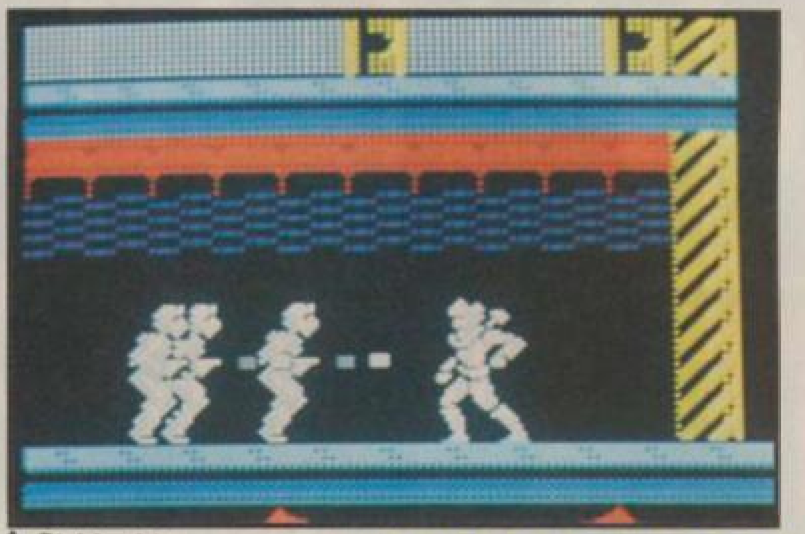


▲ *There's a smidgen of sampled sound for 128K owners!*



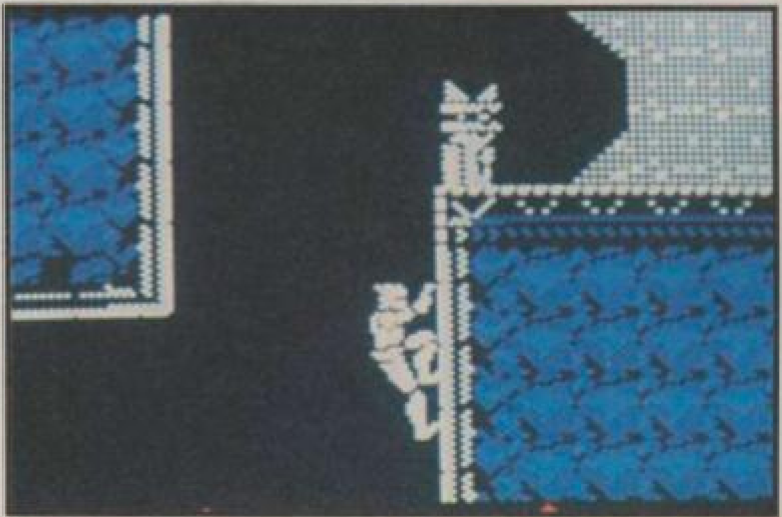
▲ *Strider blasts the meanies!*

STRIDER 2

BY US GOLD

Just when Strider was considering quitting the interplanetary peace force, the leader of Earth was kidnapped by a bunch of power-hungry aliens! So, pausing only to pick up his trusty titanium blade and his new laser gun, Strider sets off to the first of five alien territories that he will need to destroy in order to rescue the leader of Earth (who is, incidentally, a woman).

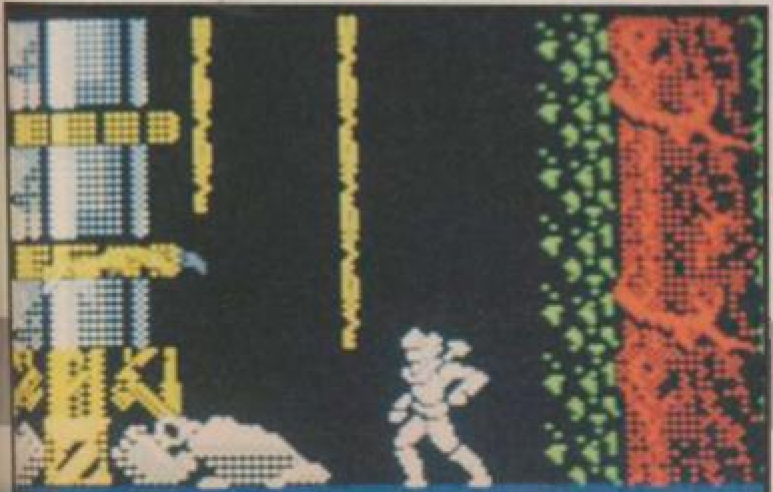
The journey to the final confrontation takes Strider through an alien-infested forest, and from then it's on to the two towers which form the outer defences of the alien world. When these defences have been well and truly breached, Strider then has to make his way through underground caverns to the generating station - destroying the enemy power-stations before finally rescuing the girl being held captive in the Earth Spacecraft.



▲ *Strider scales walls with ease...*

But Strider has one more lethal trick tucked into his striding trousers. The power-up icons which are lying around endow Strider with the power to change into a robot, just the ticket for creaming enemy guardians - and there's plenty of 'em!

▼ *So cool... So mean... It's Strider!*



UPDATE

Strider 2 will be appearing on C64, the Amstrad CPCs and GX4000 console, and the Amiga. All versions will be out by the end of November.

ST
£24.99

An improvement on the original without doubt, but the cramped playing area is a bit of a downer. Recommended to platform addicts after a challenge.

OVERALL 80%

SPECTRUM
£10.99

I must've been the only person in the civilised world who thought that all versions of the original Strider were rather lacking. It came as a big surprise to find that Strider II is a completely different kettle of fish. Although it's pretty far removed from the arcade original, Strider II is a whole barrel of excitement from the word go. The playability's pretty good, and Strider is really responsive. The graphics are very colourful (although the clash at times is a bit heavy on the eyes), and the scrolling is fast and pretty damn smooth. There's plenty of levels to keep you occupied and they're a bit on the large side, so lasting interest is guaranteed. The problem is that there's an absolute heap of classic Speccy platform game available (some at budget price) that are better. Buy it if you want a real Strider game.

RICHARD LEADBETTER

GRAPHICS	80%
SOUND	72%
VALUE	79%
PLAYABILITY	82%
OVERALL	**80%**

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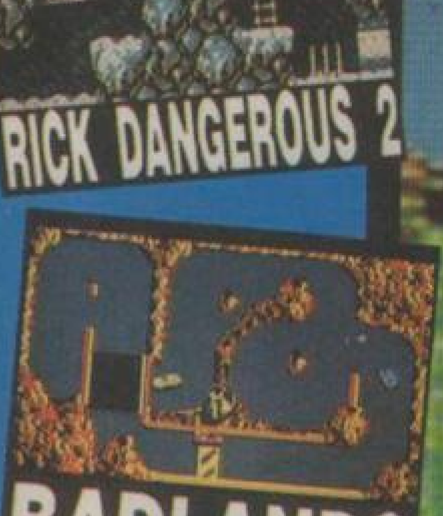

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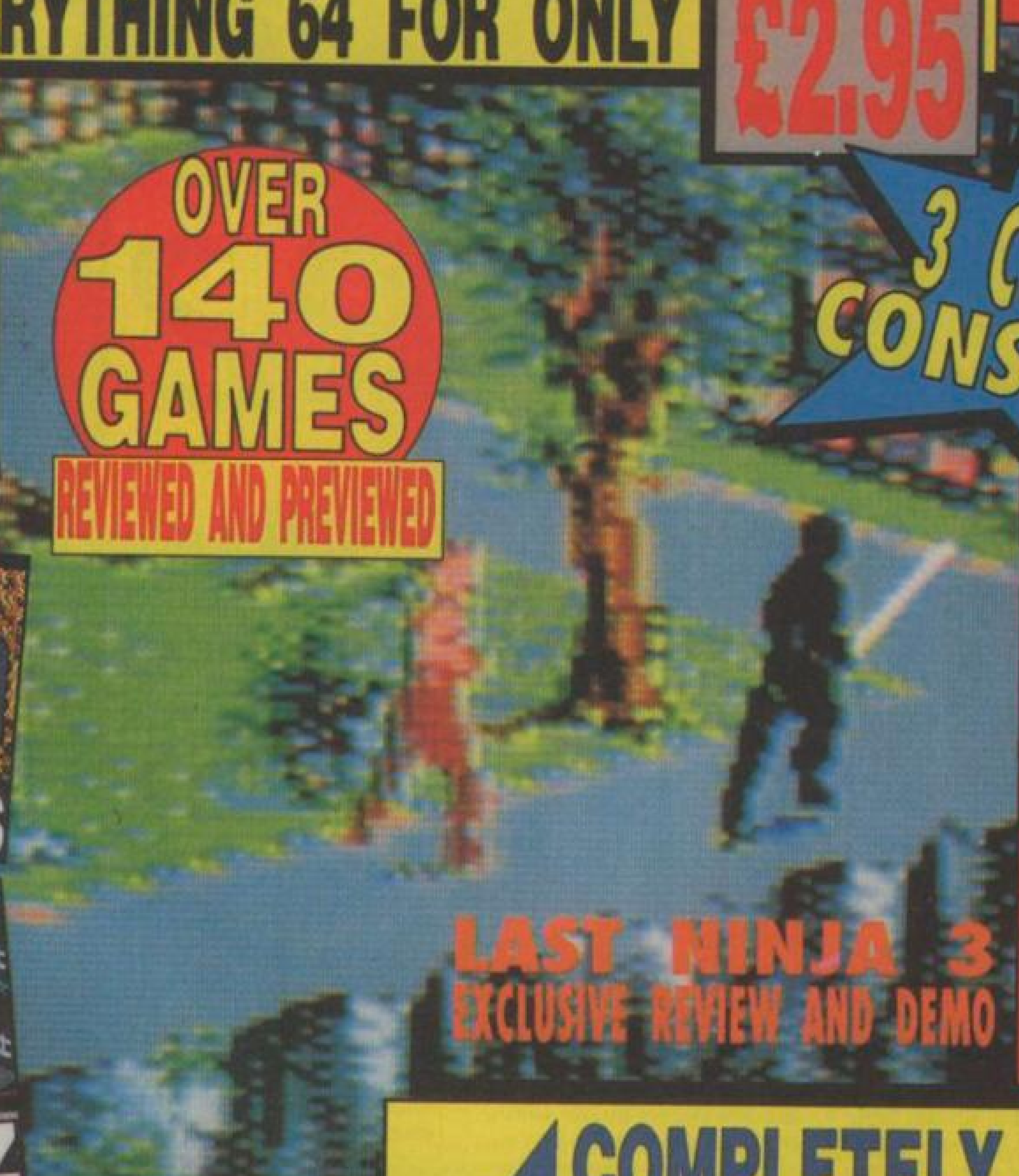

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BATTLE COM

BY OCEAN

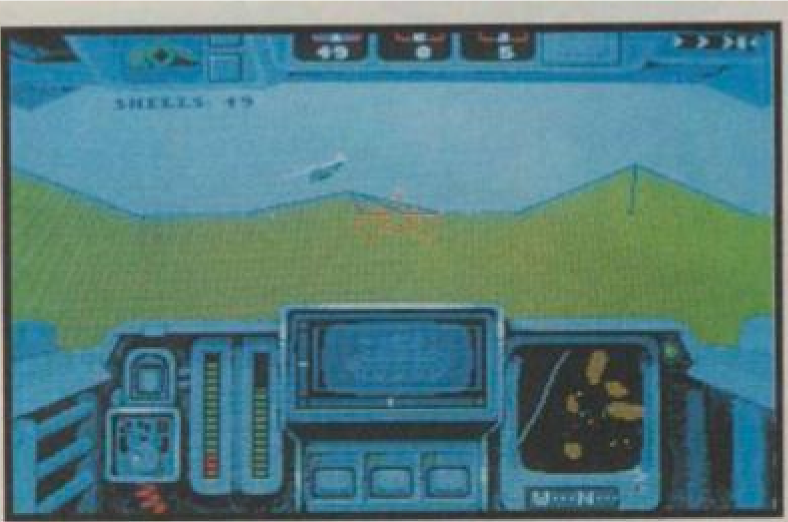
C+VG HIT!

The time - the near future. The place - the New World. The problem - the Ultra War, a vicious conventional global conflict between the North and the South. The current phase of the war has raged for the past ten years, until inevitable finally happened - stalemate.

Such are the defensive capabilities of both forces, a full-scale offensive assault would be suicide, so each side has resorted to small-scale tactical actions by the best soldiers in specialist vehicles, in order to sabotage the other's war efforts.

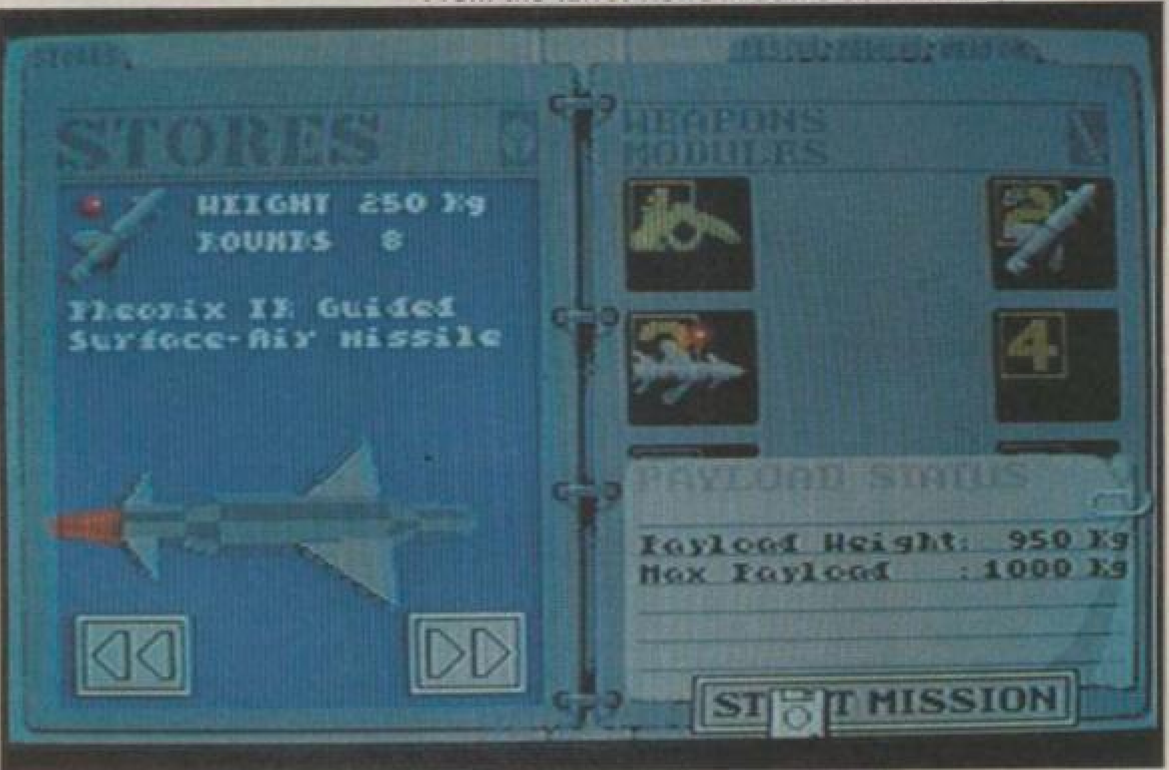
The Mauler is the latest of these vehicles, a Northern designed tank which can be transported straight into the thick of things by stealth helicopter, and armed with the very latest in destructive weaponry. And guess who volunteered to drive it...?

The New World is viewed in solid-fill 3D, a plain dotted with hills, trees, buildings and the like, and traversed by rivers, roads, railway lines and power cables, all viewed from different angles both inside and outside the Mauler. There are sixteen missions to complete, and success could turn the war in your favour. Don't even contemplate failure...



▲ *From-the-turret views in Battle Command.*

▼ *Tool up the Mauler here.*



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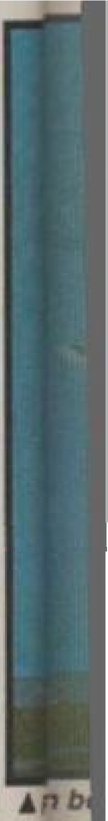

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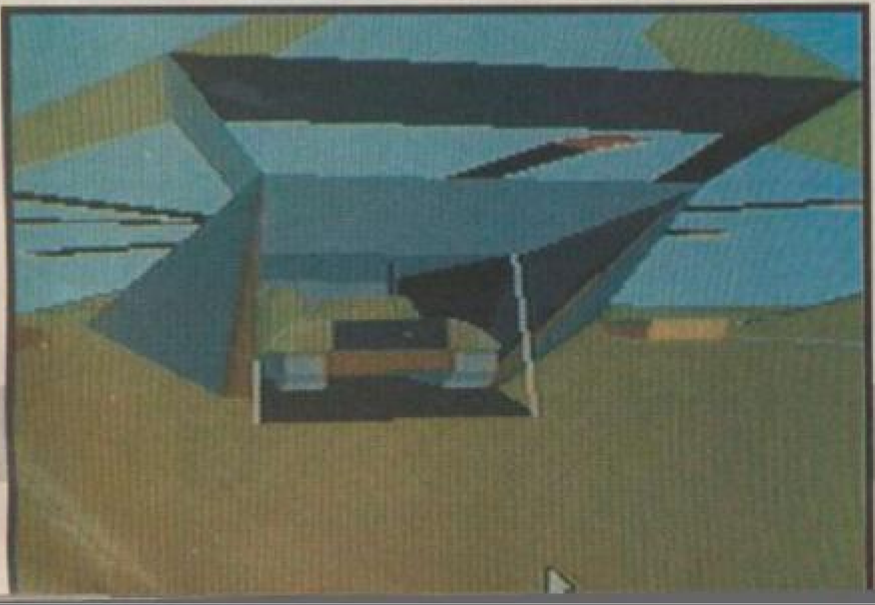
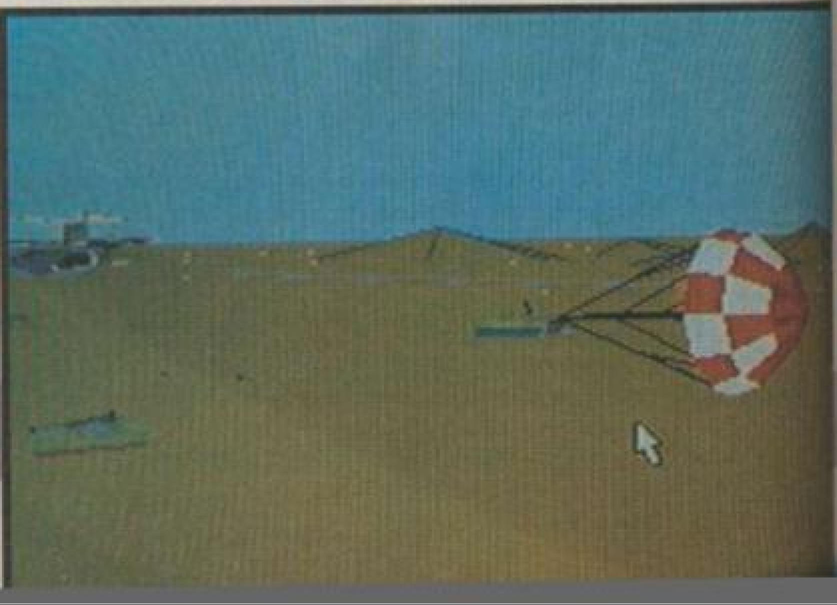
▼ *The Mauler begins its mission of destruction.*



▼ *Happy landings with your Mauler.*



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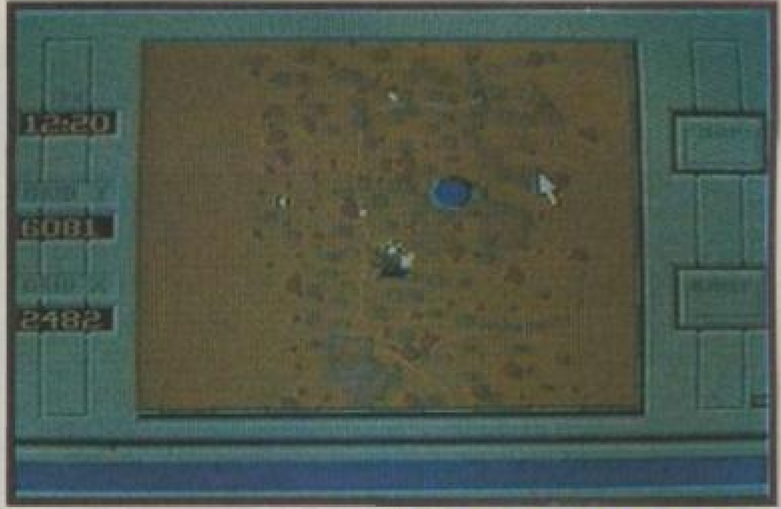
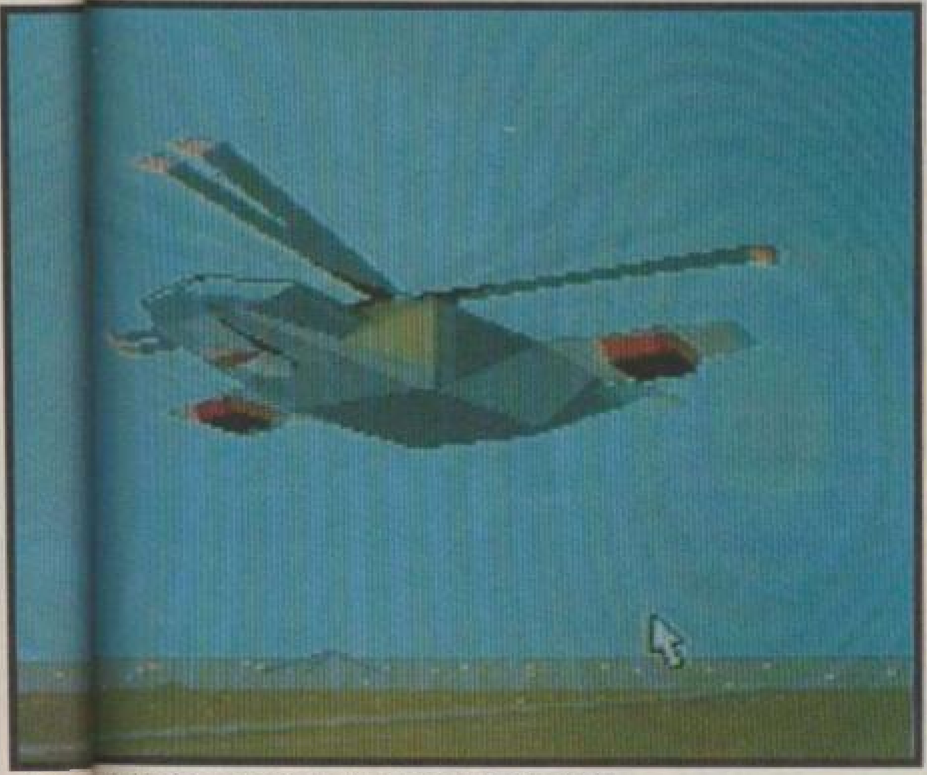
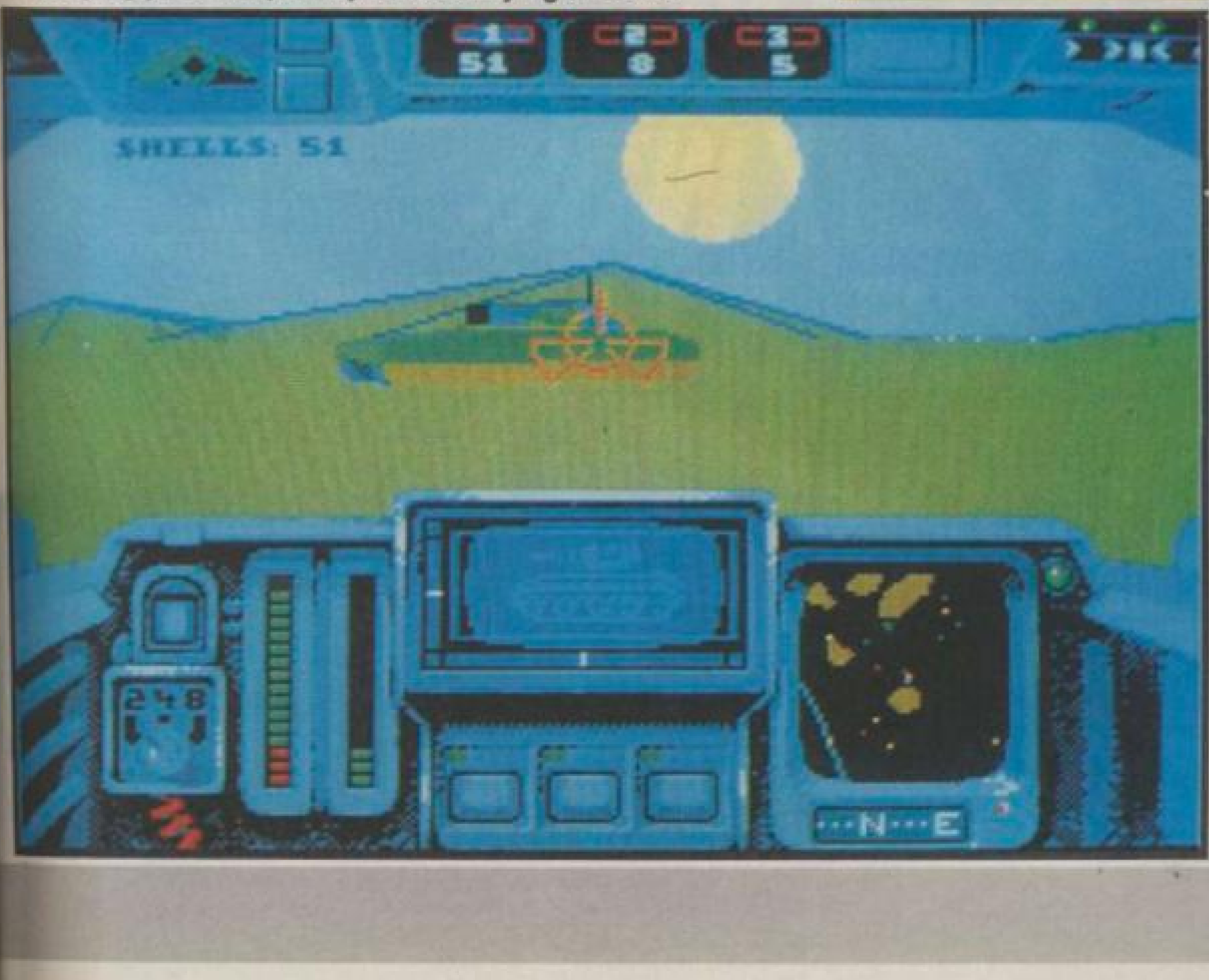




▲ Fl m behind enemy lines inside that chopper.

▼ Readying your weaponary for a terrifying assault.



UPDATE

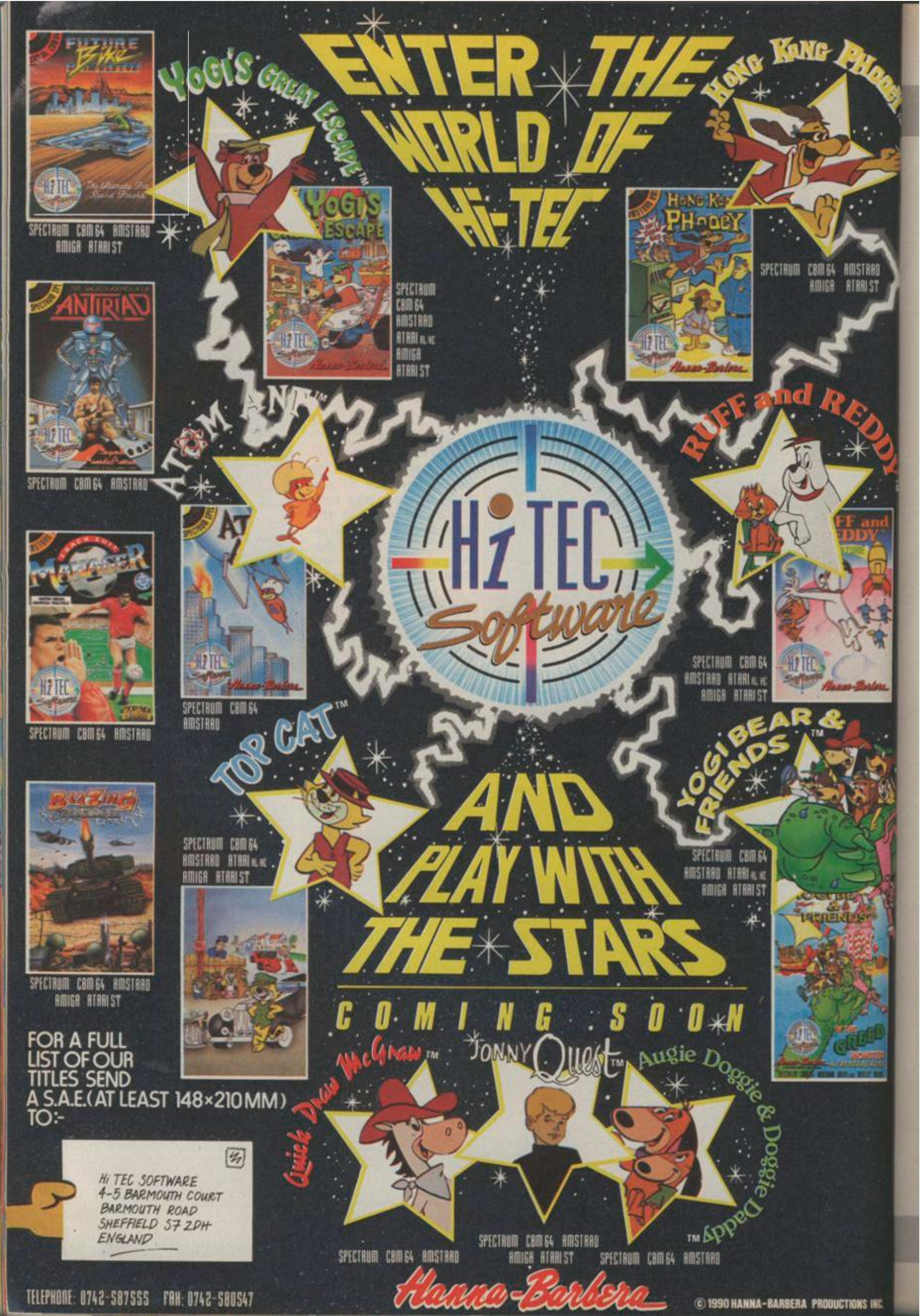
Battle Command will be roaring onto the ST and PC real soon, and both will be similar to the Amiga version in most respects, as far as the machines' capabilities will allow. Good news also for 8 bit tank fans - Battle Command will be available for the C64, Amstrad and the 128k Spectrum sometime in the New Year. We've had a look at the Speccy version, and although some of the external views are gone (due to memory restrictions), it should still play very well.

AMIGA
£24.99

The future is here, and it's called Battle Command! Big words, perhaps, but for a game which is essentially Battlezone with knobs on, Battle Command is one of the best games I've played for a long time. Similar in the tactical aspect to its predecessor, Carrier Command, Realtime have taken leaps and bounds to ensure the playability of the sequel is more engrossing and entertaining than the original. The 3D is smooth, and the screen update is a lot faster than before. The sound is yer everyday booms and bangs, but what do you expect from a tank game? In technical terms, this is one amazing program, and in gameplay terms the same applies - driving around the countryside, meeting interesting new people and blasting them to smithereens! It's all very addictive, and will have armchair tacticians gibbering like loonies. If you're after a game of this nature, look no further - this is the best one!

ROBERT SWAN

GRAPHICS	94%
SOUND	80%
VALUE	89%
PLAYABILITY	90%
OVERALL	**90%**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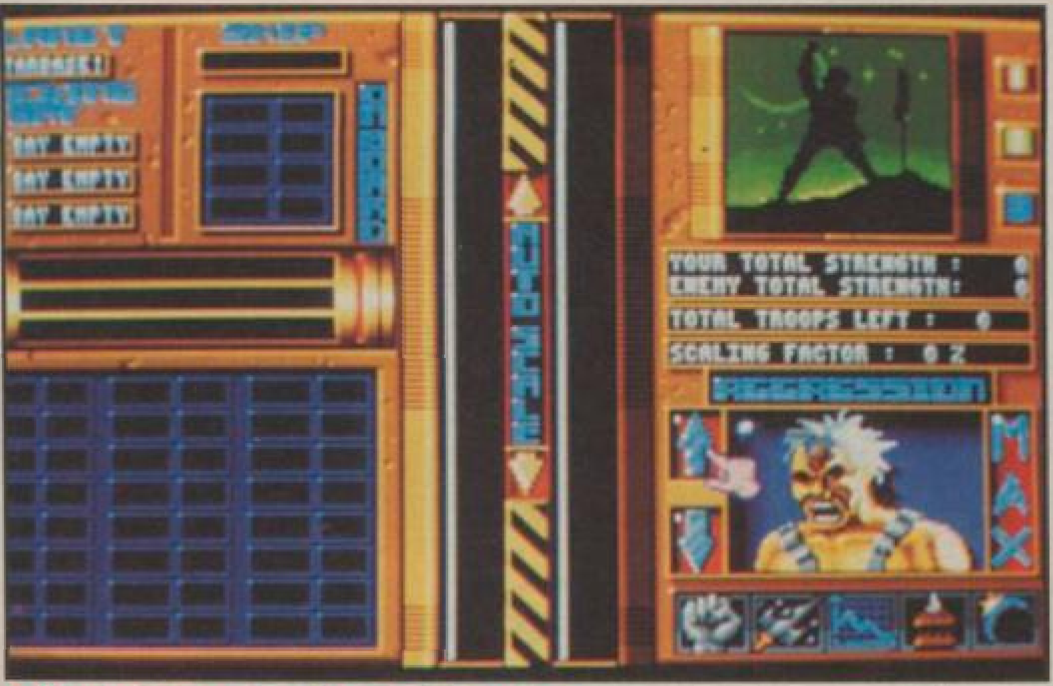
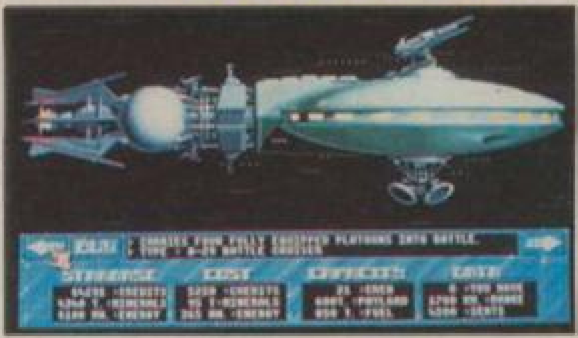
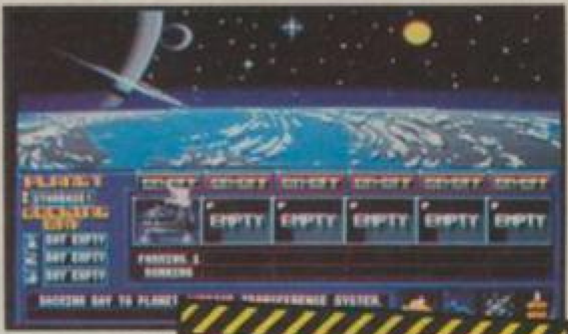

BAY EMPTY
BAY EMPTY
BAY EMPTY
YOUR TOTAL STRENGTH :
ENEMY TOTAL STRENGTH:
TOTAL TROOPS LEFT :
SCALING FACTOR : 0 Z
AGGRESSION
MAX




EMPTY
EMPTY
EMPTY
EMPTY
EMPTY

▲ *Wonderful graphics jazz up Supremacy.*

SUPREMACY

BY VIRGIN GAMES

Discovering four new dimensions, each with its own planets ripe for settlement, is a cause for celebration. At least it would be, if these dimensions weren't also home to alien lifeforms intent on developing the same planets and destroying you!

This strategy game is controlled via option screens and icons, which allow you to extend your territory to the other planets in the system. There are four different foes to choose from, ranging from Wotok - a near-mindless ape creature who fights for eight planets - to Rorn, a virtually invincible being whose battlefield stretches over 32 worlds.

Managing your resources is vital to success. Each planet is of a particular type, be it volcanic (good for mining), tropical (extra crops from farming stations), or metropolitan (loadsa tax revenue!). Ferrying supplies from planet to planet soon becomes important so that you can maintain your economy while new worlds are being formatted.

Sooner or later war is going to begin, so it's wise to train troops to their maximum potential. Decisions have to be made as to how extensively you wish your forces to be equipped, as your finances are always in greater demand than supply. The outcome of a battle is decided by the relative strengths and skills of the combatants, and whether they're fighting home or away, so to speak!

Victory can be elusive, but guarantees an animated sequence in which the enemy commander is brought in front of you - and summarily shot for his impudence! Defeat, however, is not pretty....

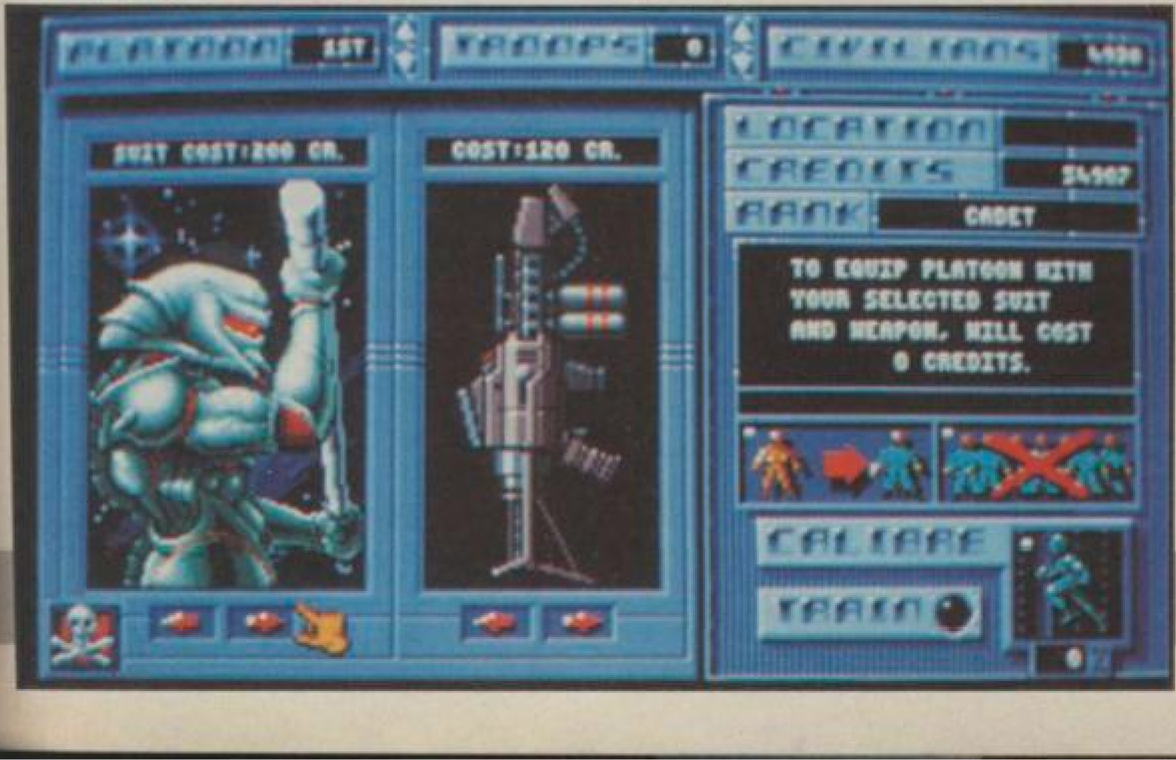
AMIGA
£29.99

While it isn't all that complicated, the vast array of tactics and ideas make Supremacy a great strategy game. I particularly liked the high quality graphics used throughout the game (check out the spaceship pics!), which add a lot to the game's overall feel and atmosphere. The only bummer is the rather hefty price tag, which I suspect would put the mainstream gamers off buying. Still, if strategy is your bag, then I think you should find the extra fiver is money well spent.

MATT REGAN

GRAPHICS	82%
SOUND	80%
VALUE	86%
PLAYABILITY	83%
OVERALL	83%

▼ *Equiping platoons can be fun...*


PLATOON 1ST
TROOPS 0
CIVILIANS
SUIT COST:200 CR.
COST:120 CR.
LOCATION
CREDITS 54907
RANK CADET
CALIBRE
TRAIN

TO EQUIP PLATOON WITH YOUR SELECTED SUIT AND WEAPON, WILL COST 0 CREDITS.

UPDATE

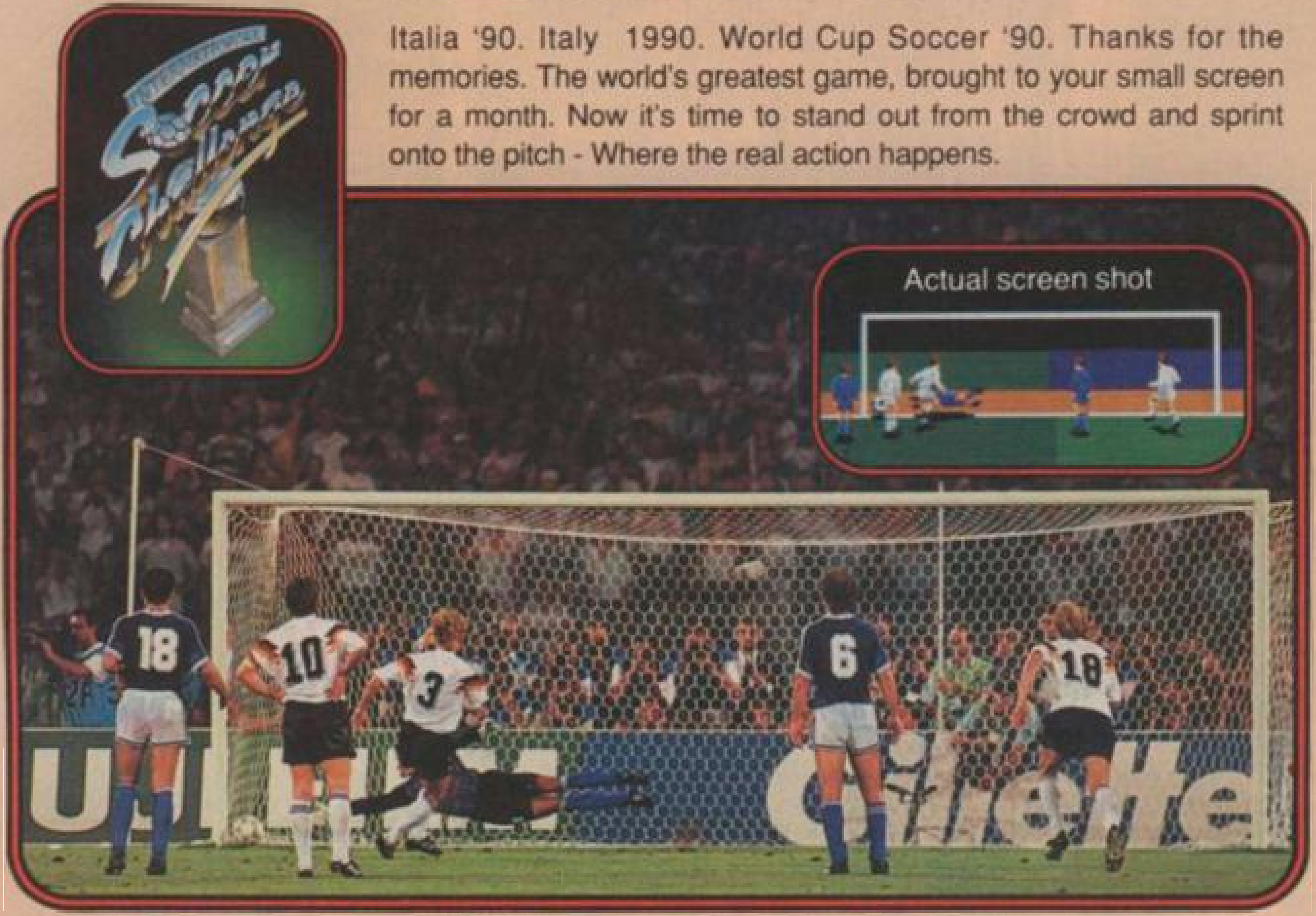
The only other version of Supremacy currently under production is the ST one, and that should be out on the shelves, same price, same gameplay, right now.

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.

Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided team-mates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

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INTERNATIONAL SOCCER CHALLENGE FROM MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !

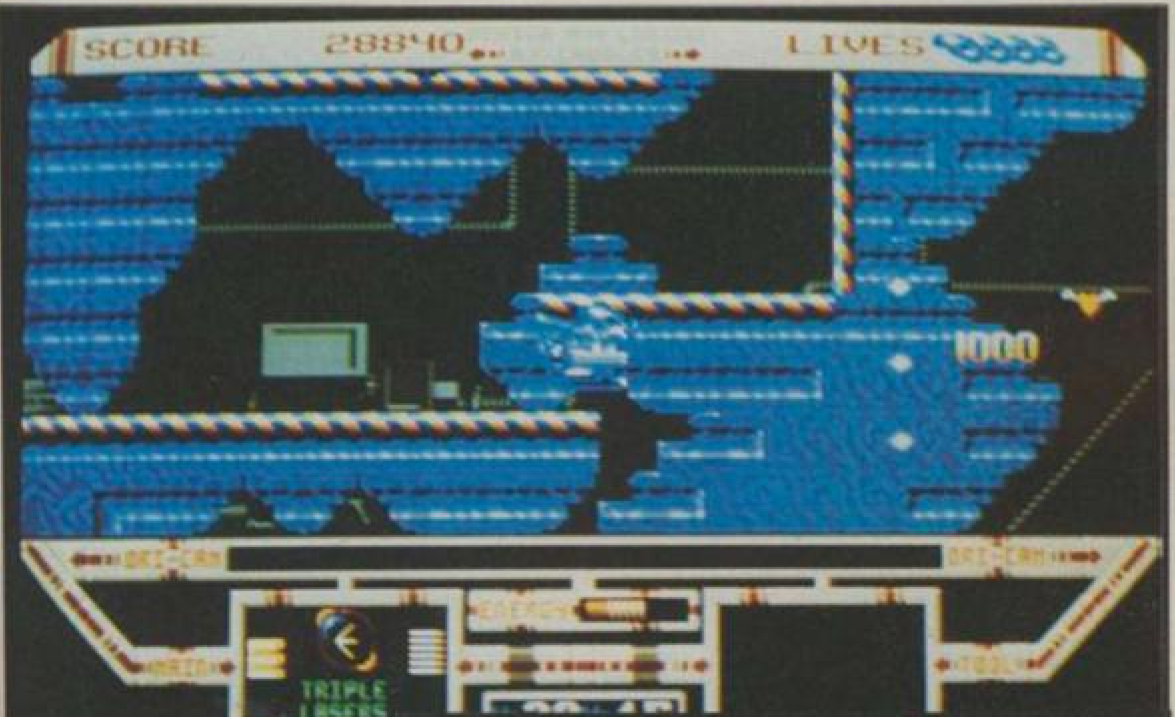
THE KILLING GAME SHOW

BY PSYGNOSIS

If you thought "The Running Man" was the deadliest game show on television, think again! The Killing Game Show gives genetically-altered criminals and enemies of the State (where have I heard that before?) the chance to fight their way out of sixteen Pits of Death, massive cylinders filled with hostile artificial attackers, puz- walls, and defend himself zles and traps. Sounds easy, doesn't it? Not when the cylinder's filling up with a liquid that'll wipe you out in a flash, it isn't!

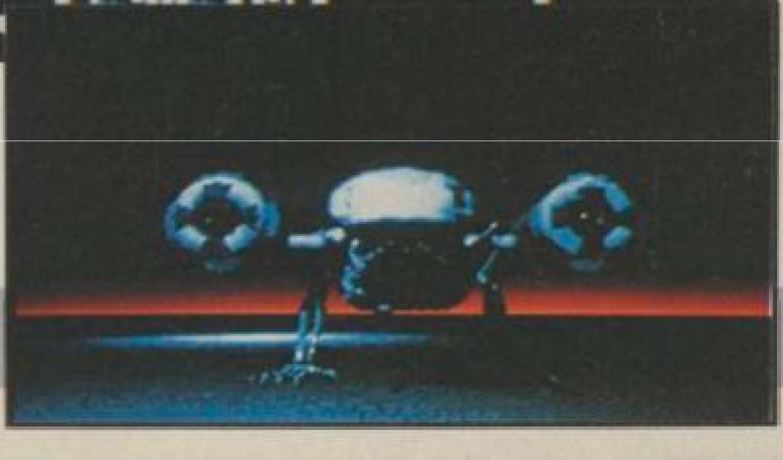
Each criminal is encased in an armoured exo-suit which lets him leap and climb with a single shot blaster cannon. Additional weapons are scattered around each pit, but the more you use them the quicker they run out. Keys and tools are also to be found, and they're used to solve puzzles and open doors and traps.

Making your way out of the first pit may be easy enough, but remember, there are fifteen more to go...



▲ *Eight-way scrolling excitement!*

Keeping an ED from the opposition! ▶



AMIGA
£24.99

After the disappointing Shadow of the Beast 2, Psygnosis have picked themselves up, dusted themselves down, and come out with this, which is really good! At first, it seems like a bog-standard shoot 'em up, but the pace of the action picks up with alarming speed and before you know it, you've got hordes of slavering nasties screaming towards you, and all you've got to protect yourself with is a weedy popgun. The "against the clock" element also adds to the gameplay, especially on the later levels. A nice touch is the video option - when you lose a life, you can replay the last life up to any point, then jump in wherever you want! The graphics are very nice indeed - a special mention must go to the superb intro which sets the scene perfectly - and the FX and thumping tracks get the old adrenal glands pulsing. A good blast which'll you keep you going for quite some time.

ROBERT SWAN

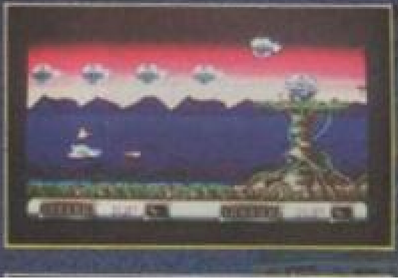
GRAPHICS	89%
SOUND	87%
VALUE	82%
PLAYABILITY	84%
OVERALL	83%

UPDATE

The Killing Game Show should be blasting onto an ST near you in the not-too-distant future, featuring similar graphics and sound, for the grand total of £24.99.

Z-OUT

Victory celebrations for the success of the mission X-OUT which anhilated the satellite of the planet Alpha Centauri ended abruptly as the long-range scanners showed intense activity on the planet itself - an *ATTACK* from the planet is *IMMINENT*.



Rainbow Arts®

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AMIGA & ST
£19.99

Z-OUT - the mission to destroy the planet Aplha Centauri, the H.Q. of the federation now seeks a brave man to pilot the space craft. What lies ahead is unknown except that the defences of the H.Q. are strong and multi-level.

- Six huge levels with numerous aliens and superb graphical backdrops.
- A sprinkling of large aliens at each level with mega-large end level aliens.
- Dozens of extra weapons, satellites and support transporters.
- Two player TEAM MODE.
- Ultra smooth vertical and parallax scrolling in numerous colours.
- Superb music and sound effects to enhance the game play.

MEGA BLASTER OF THE YEAR

Published in the U.K. by Softgold Int. Ltd. 7-8 BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT. DA1 5BH. TEL: 0322 92513/18 FAX: 0322 93422

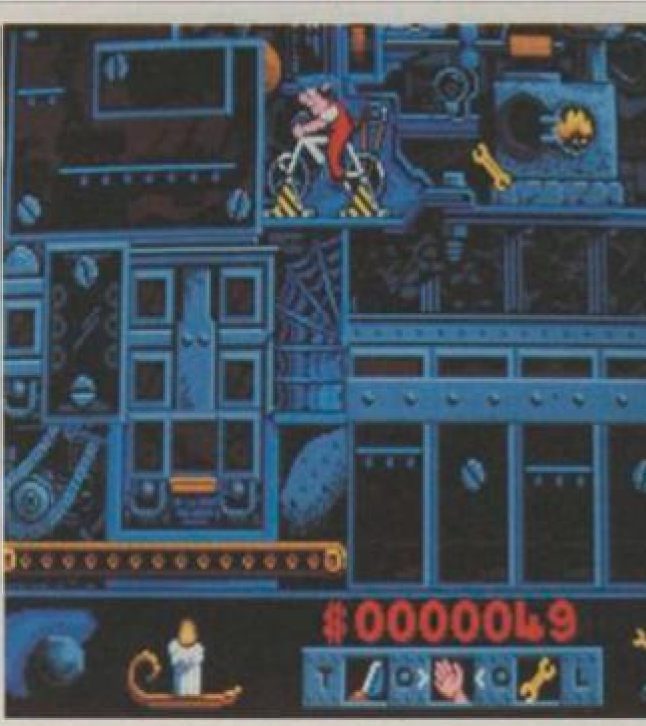
NIGHT SHIFT

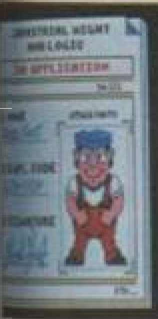
BY LUCASFILM/US GOLD

Getting a job at Industrial Might and Logic (a wee joke on the name of Lucasfilm's special effects company, Industrial Light and Magic, methinks) is no easy task. Take Fred and Freda Fixit, for example. They've been trying to get a job there for ages, and only now has the hard-nosed boss given them a trial run.

Their task is to run the Beast - a massive machine which churns out toys of famous Lucasfilm characters by the lorryload. Sounds easy, yes? Guess again! Running the Beast involves pedaling a bike to bring the machine's energy levels up to scratch, then turning all manner of switches and dials to ensure the right parts appear for the right toys in the right colours! And if that isn't enough, a couple of mischievous lemmings get in on the act and try to throw a spanner in the works! Erk!

Success will be rewarded with some very nice bonuses, but if Fred or Freda fail to meet their quota (by either not making enough toys, or making too many rejects), they'll be given their cards, and get the receiving end of a boot!





INDUSTRIAL NIGHT AND LOGIC

JOB APPLICATION

No 525

1 NAME FRED FIXIT

ATTACH PHOTO

2 EMPL. CODE UCH-OOP

3 SIGNATURE Fred Fixit

PTO...

AMIGA £24.99

The easiest thing that can be said about Night Shift is that it's a platform game with knobs on - literally! At first glance, Night Shift looks like a lot of fun, and it is - for the first few plays. But once you hit the later levels, you find that there's just too much to do at any one time - keep the bike going, turn this dial, hit that switch, stop the lemmings, arrrgh! Everything goes into maximum overdrive, and reject toys seem to appear from every nook and cranny! Having to race around again rectifying the situation is more frustration-inducing than fun, and so the playability level suffers quite a bit. The graphics and sound are very nice, even if everything seems to appear a touch squashed, and there are some very entertaining sequences, featuring the cigar-chomping boss, and the lemmings (one of which has a bright red nose!). If well 'ard platform action is the one for you, have a gander - you may like this, you may not. Be sure you're up to the challenge, though - this is no game for novices!

ROBERT SWAN

GRAPHICS	83%
SOUND	78%
VALUE	80%
PLAYABILITY	82%
OVERALL	81%

UPDATE

Night Shift should be cranking up on the ST, C64, Spectrum and Amstrad some time in the New Year, the ST version (which should be similar to the Amiga and PC versions in most respects) retailing for £24.99, and the 8 bit versions for £10.99. The graphics aren't exactly awe-inspiring, so the 8 bits should be able to capture the majority of the game intact.

PC £24.99

Depending on the graphics format used, PC Night Shift is similar to the Amiga version in most respects, but with larger graphics and poorer sound. Unfortunately, it's just as flippin' tough as the Amiga game, so the same criticisms apply. Again, take a look, but this ain't for the faint of heart.

OVERALL 81%

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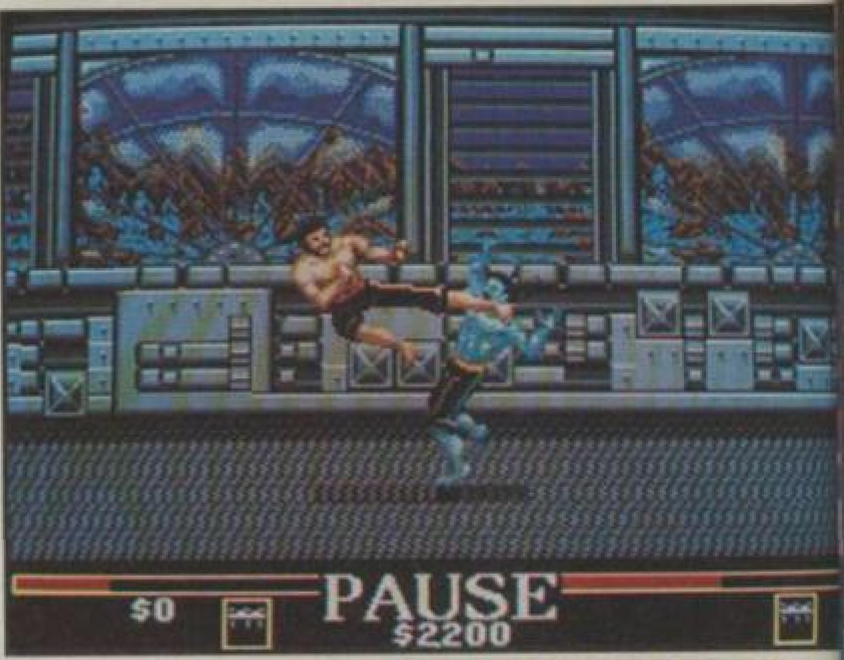
FAT MAN

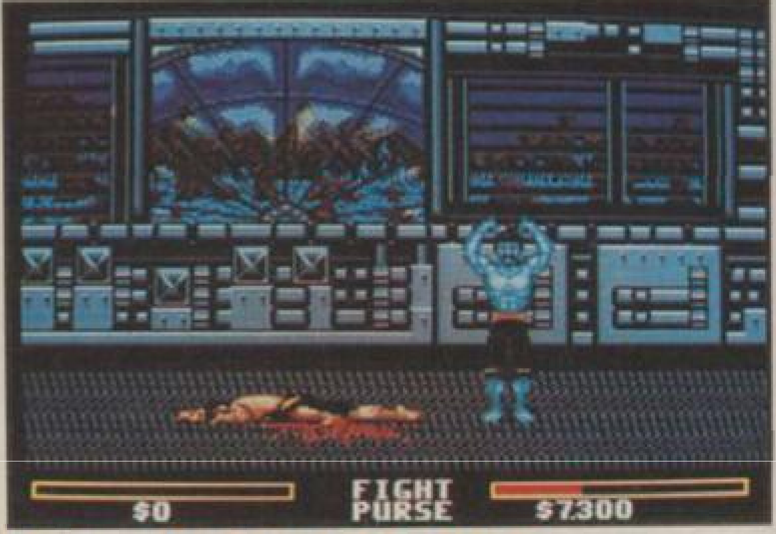
BY SANRITSU

Roll up! Roll up! For the ultimate in arena violence, take a trip to the Fatman's fighting arena, where only the fittest will survive - if they're extremely lucky! So, if you fancy earning a huge wad of money, get over to The Fight Palace, and you may be one of the few who emerge victorious.

Don't count on it, though. Standing between you and the riches offered by the Fatman are eight opponents guaranteed to make your blood run cold (spook!). Lining up to cause your doom are the likes of Edwina, the dude-ette who rips phone books in half for a living, and Guano, the flatulent gargoyle with mace-spray attachments. But even these guys are rookies compared to the real stars of the show. Robochic has inflammable gases (what is this Japanese fixation with breaking wind?) and robotic power-boxing gloves (aaow!).



Phwoar! Right in the gob! ▶



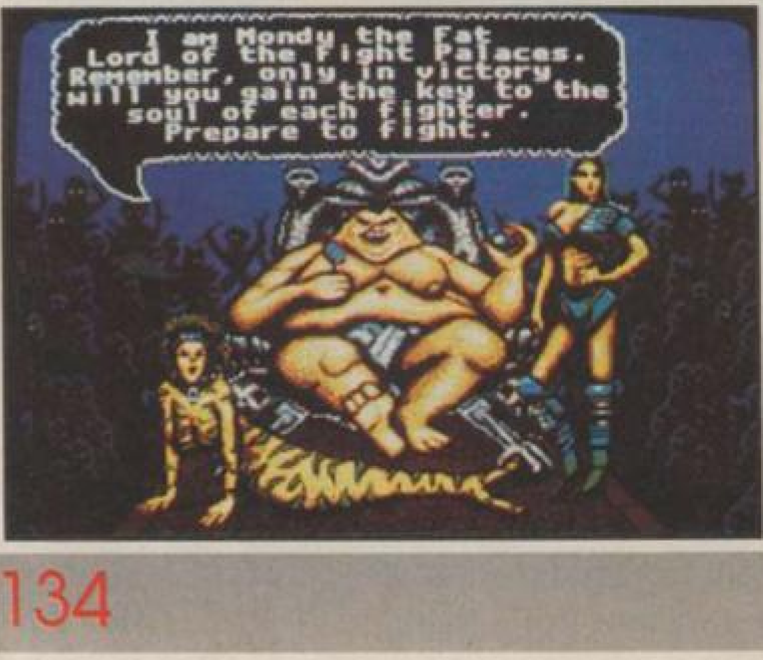
▲ *He won't be getting up after that one!*

To combat these thumping goons, you can use your prize winnings to buy extra punching power and health points and secret weapons. Fades make you temporarily invisible, shields make you invulnerable for a couple of seconds and poisonous clouds and swarms of bees can also be launched at your foe.

A two player option has also been included which has all the features of the one player game, apart from a choice of opponents.

UPDATE

Activision's American arm actually programmed ST and PC versions of Tongue of the Fatman (the original title) but it was never widely available in this country. Whether or not it makes it over here in the near future is doubtful.



I am Mondy the Fat
Lord of the Fight Palaces.
Remember, only in victory
will you gain the key to the
soul of each fighter.
Prepare to fight.

▼ *Garry Williams - yesterday, publisher of ACE...*

◀ *...Today, computer game star!*

MEGADRIVE
£38.00

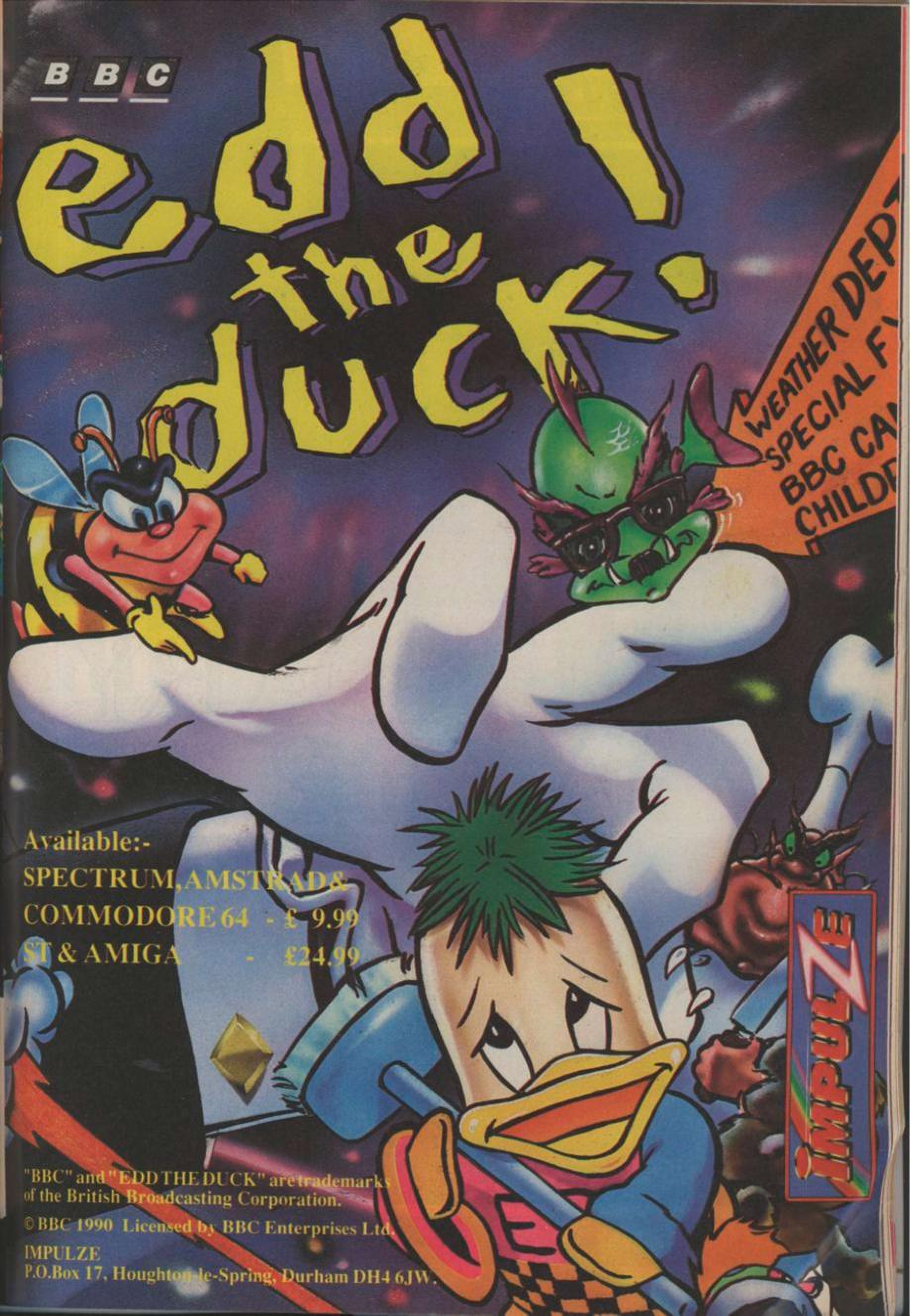
When you first plug in Fatman your first thoughts will be "Oh my god! Why have I bought this?". The backdrops, although smoothly scrolling, won't exactly set the art world alight and the sound is rather disappointing. However, the playability on this game is what sets it apart from the usual beat 'em up fare. Collecting your prize money and laying into your next opponent with your new extra goodies is really rather good, especially when you use a fade in two player mode - confusion guaranteed. There's a fair amount of combat moves on offer, and the animation on all of the combatants is arcade quality - I kid you not! However, fun and fast though Fatman is, it is ridiculously overpriced - for die-hard beat 'em up dudes only.

RICHARD LEADBETTER

GRAPHICS	87%
SOUND	70%
VALUE	77%
PLAYABILITY	83%
OVERALL	79%

THANKS

Thanks to Electro Games for the loan of our Fatman cartridge for this review.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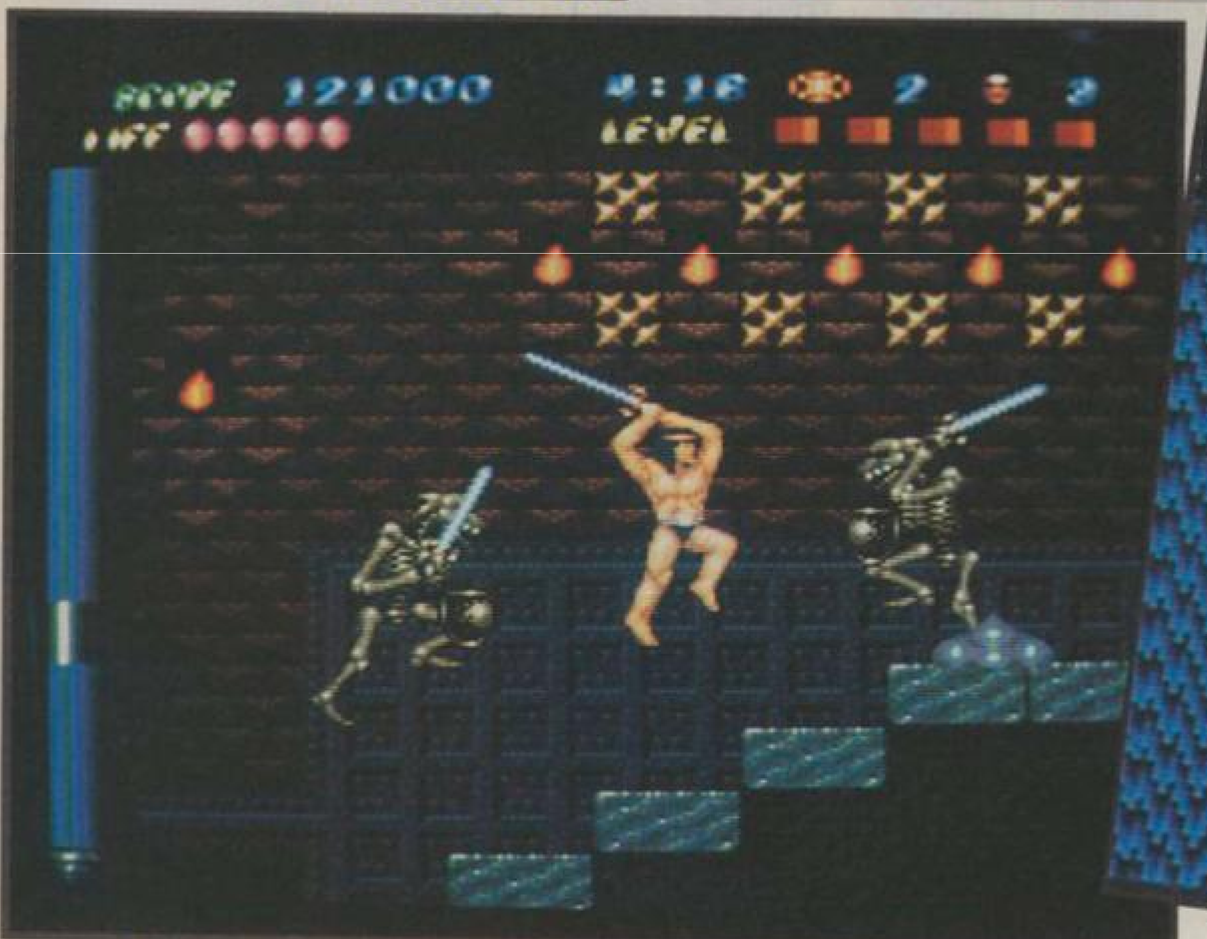
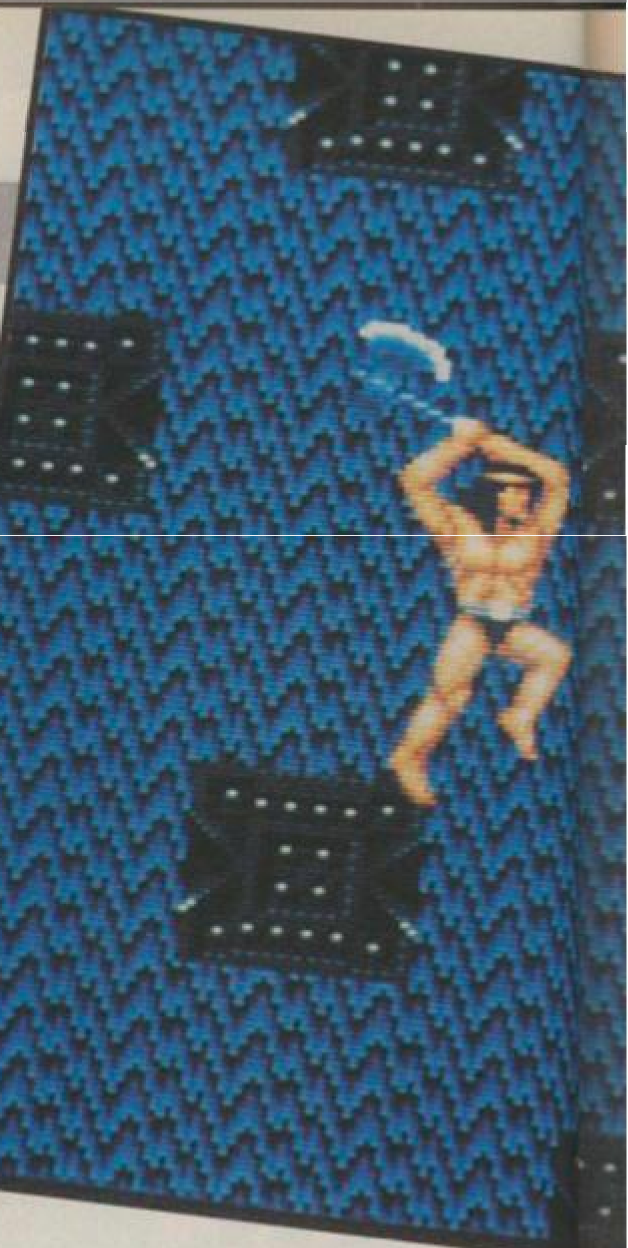
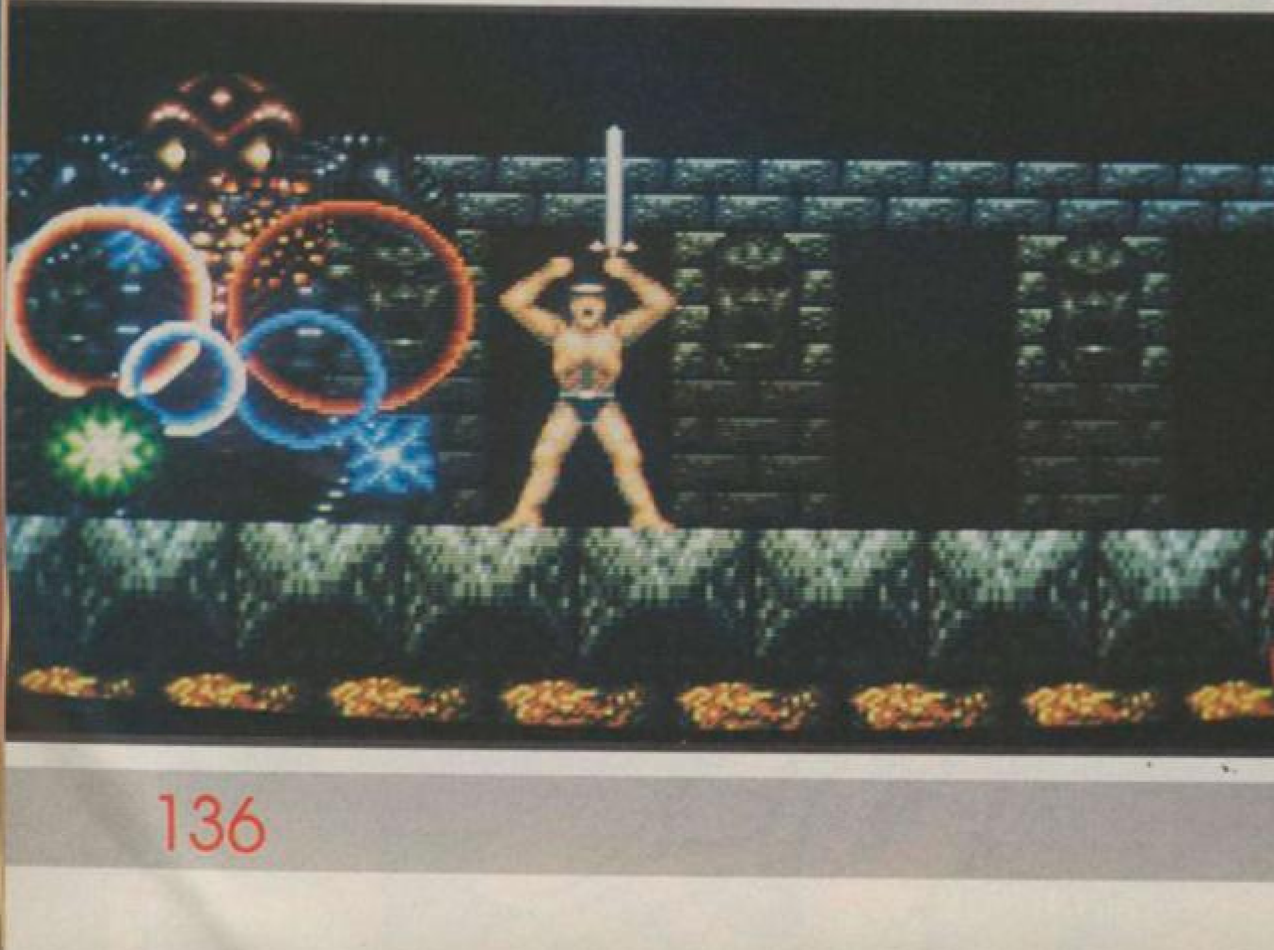




▲ *Winner of the Sweatiest Barbarian of the year award.*

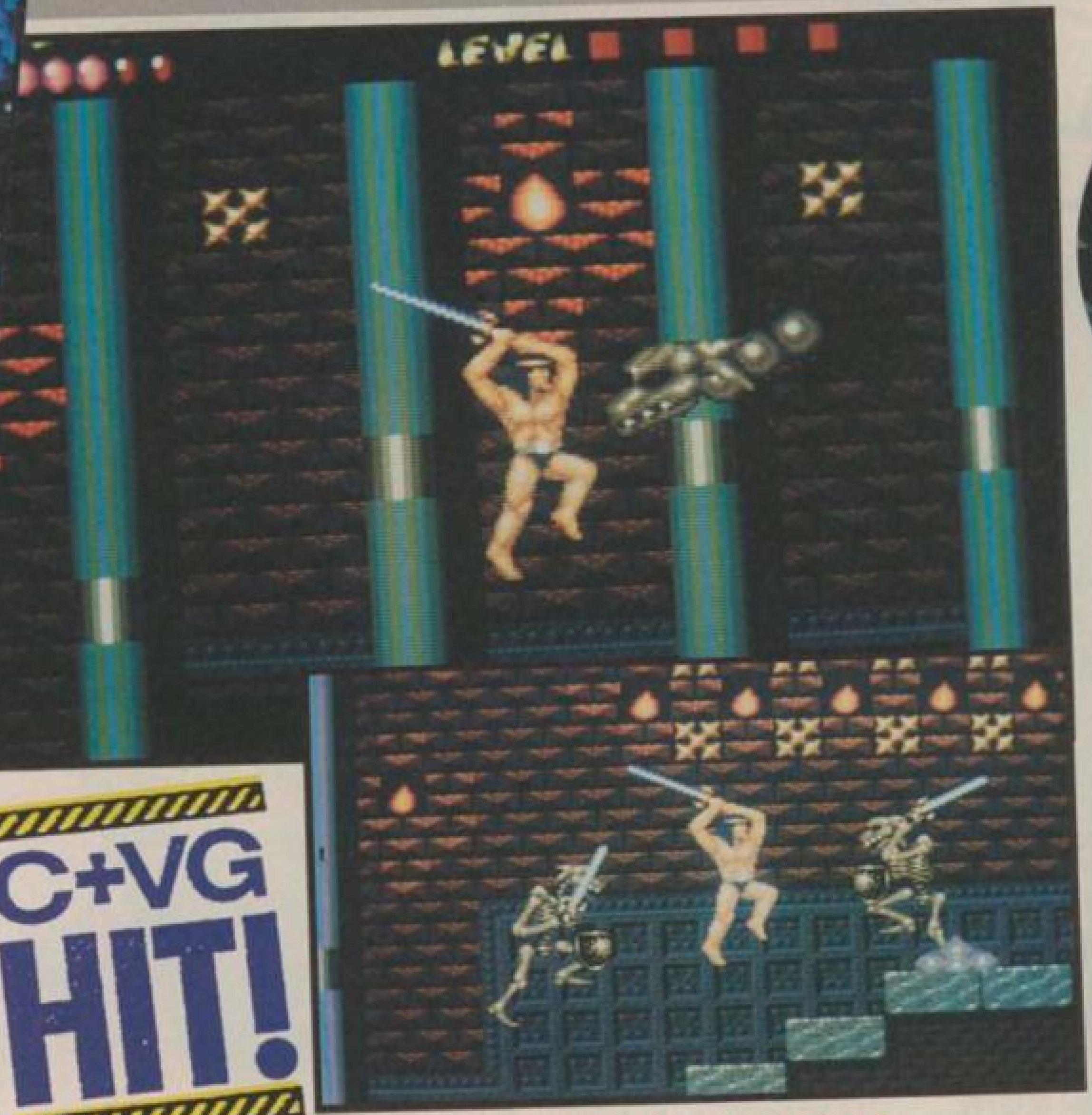
LEGENDARY AXE 2

▼ *Nasty guardians pose no threat to a real hard man.*



BY VICTOR MUSICAL

Come with me, back to the Dark Times - a black age of sorcery and evil, where demons and creatures of the damned walked the lands, leaving destruction and chaos in their wake.



C+VG HIT!

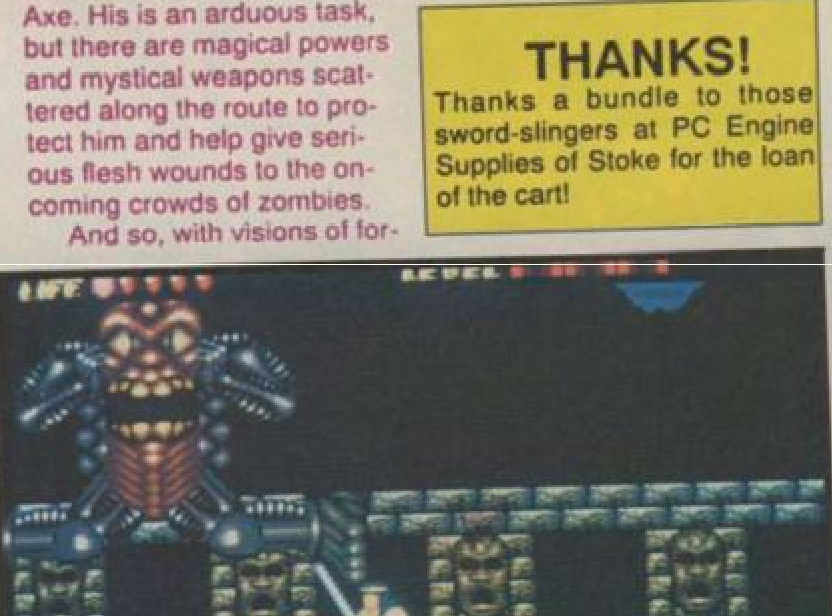
▲ *Slashing malarkey (?) in Legendary Axe 2.*

A hero was needed, one of brave heart and cunning, a warrior who would travel forth into the myriad horizontally and vertically scrolling landscapes, and with flashing sword would do away with the terrible scourge that had plighted the world. One such hero has emerged, a legendary barbarian known to all as the wielder of the Legendary Axe. His is an arduous task, but there are magical powers and mystical weapons scattered along the route to protect him and help give serious flesh wounds to the oncoming crowds of zombies.

And so, with visions of fortune and glory, the warrior did set off, into the unknown...

THANKS!

Thanks a bundle to those sword-slingers at PC Engine Supplies of Stoke for the loan of the cart!



▲ *Armed and ready for danger...*

PC ENGINE
£35.00

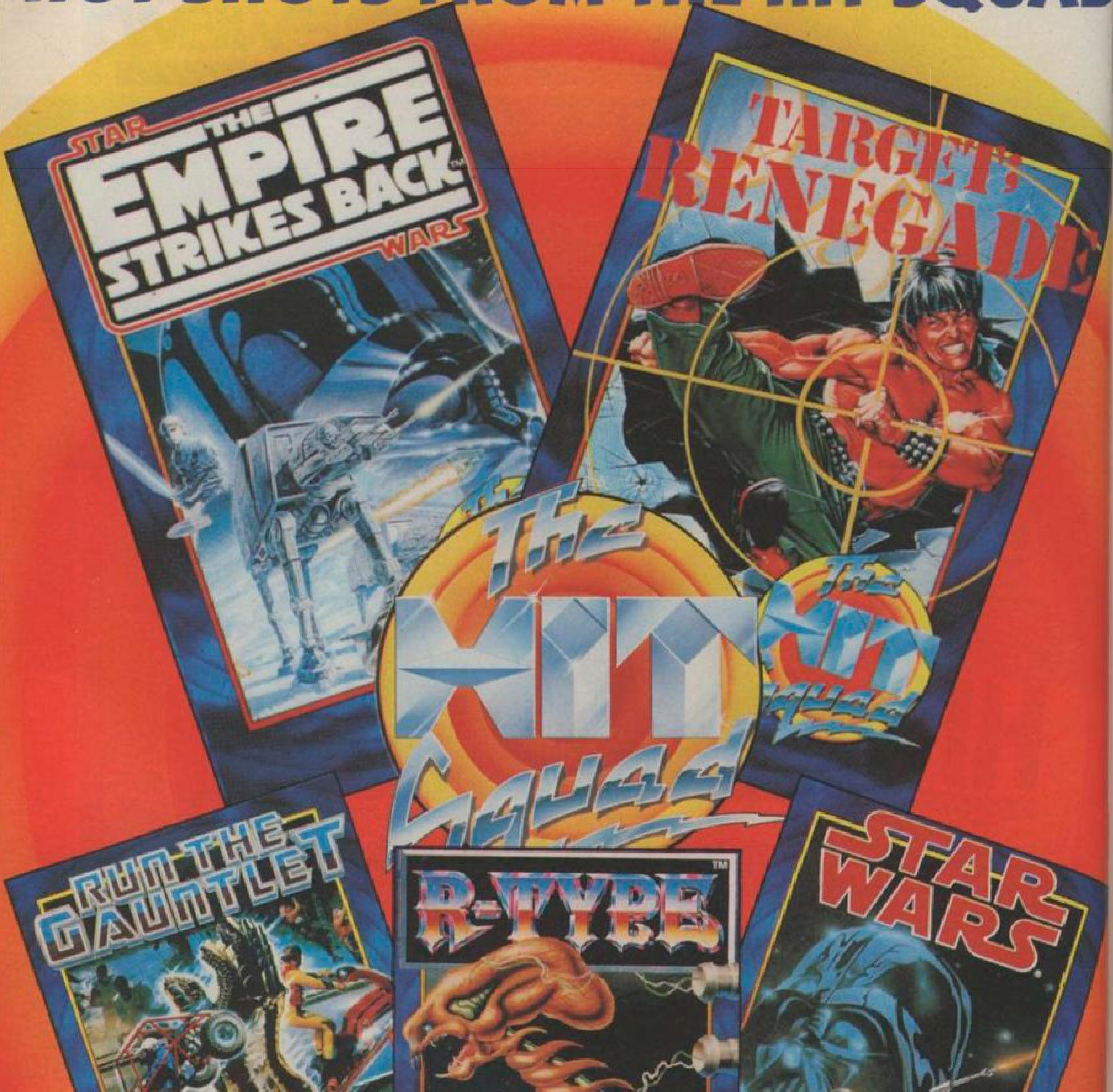
Over the last few months, the Engine's been on the receiving end of quite a few sword-slingers (such as the so-so Rastan II), and none were game enough to stand up to the original Legendary Axe. Now the sequel is here, and it's not only as good as the original - it actually improves on it! The graphics are brilliantly drawn - dark and eerie backdrops with creatures of the night leaping hither and thither. The sound is really good, with the odd clang and grunt thrown in for good measure, but the gameplay is where things really get hot! The difficulty curve lets you get to grips with a few nasties to start with, then lets you have it from all angles - not enough to have you screaming in frustration, but just enough to get the old adrenalin pumping overtime. Overall, a great sequel, and a brilliant hack 'n slash in its own right. Highly recommended!

ROBERT SWAN

GRAPHICS	92%
SOUND	90%
VALUE	88%
PLAYABILITY	89%

OVERALL 91%

HOT SHOTS FROM THE HIT SQUAD



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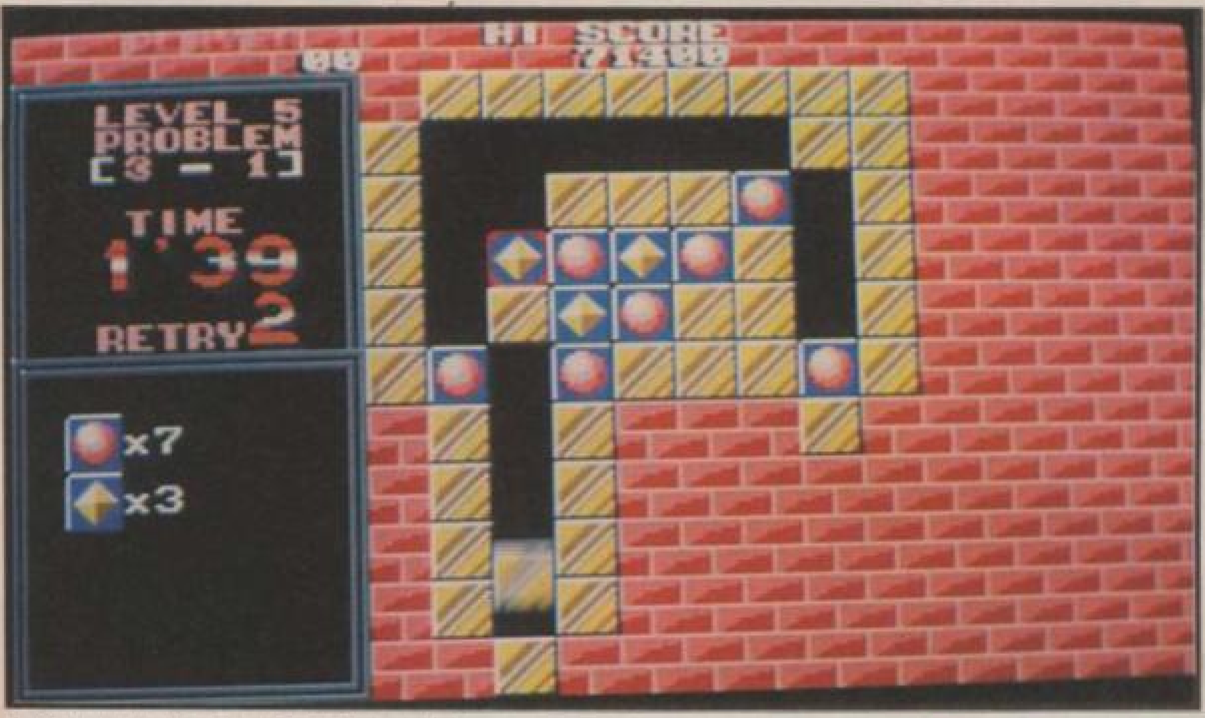


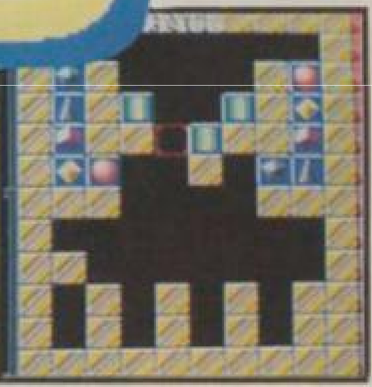
▲ *Match the blocks for extra points.*

Puzznic

BY OCEAN

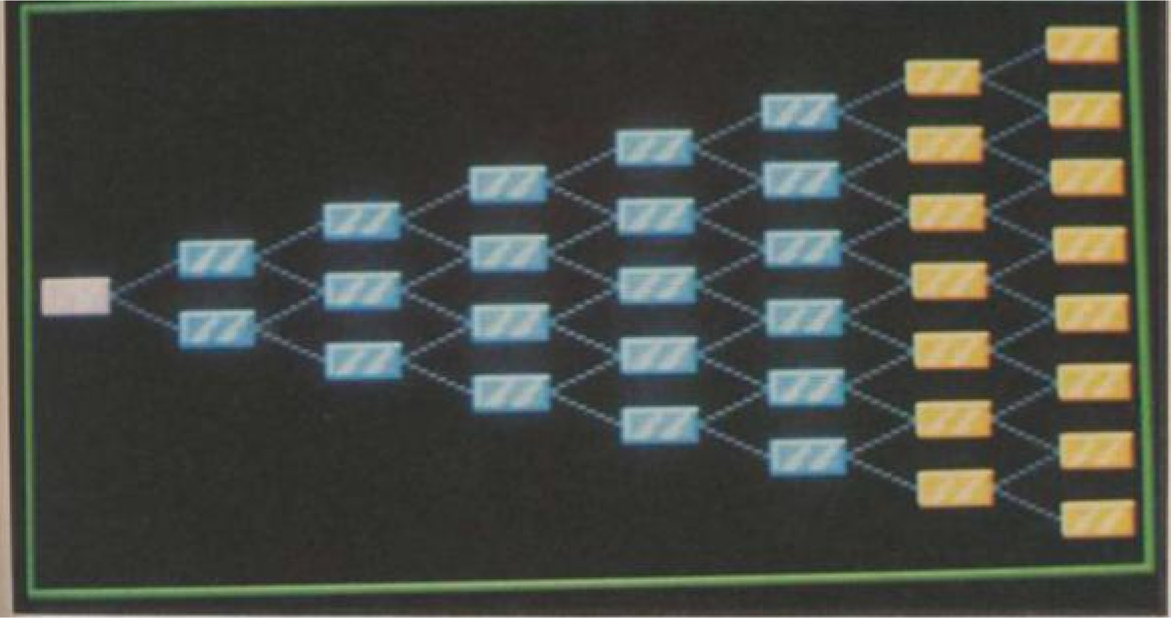
Puzznic, like Ocean's previous release Plotting, is a conversion of a little-known coin-op (this one is by Taito), and like the afore-mentioned title, the objective is simply to clear each screen of blocks.

Unlike Plotting, however, the player uses a crosshair to 'grab' a block, and push it left or right or drop it into a gap to connect it with a block with the same logo. When the blocks touch, they vanish. It's not all that simple, though - moving blocks and traps in the floor make life difficult, and when three similar blocks have to be disposed of, the player has to work out how to get rid of all three without leaving one!



▲ *More blocks than Lego-land (tm)!*

▼ *Choose your level here.*



AMIGA
£24.99

I really love puzzle games of this type, essentially because of their simplicity of play and addictive nature, and Puzznic definitely falls into this category. At first glance, it plays like it looks - very simple indeed - but on later levels things go from one extreme to the other! The graphics and sound are very basic, but this fits the gameplay adequately. It'll take some time to work out the traps on some of the later levels, but the feeling you get after completing a particularly nasty stage is well worth the effort. Out of the glut of puzzlers that are doing the rounds, Puzznic is one of the few worth playing - bold words, indeed, but that's how addictive this game is. If puzzle games are your thing (and even if they aren't), Puzznic is definitely worth a play or two, or maybe lots!

ROBERT SWAN

GRAPHICS	76%
SOUND	80%
VALUE	82%
PLAYABILITY	80%
OVERALL	80%

UPDATE

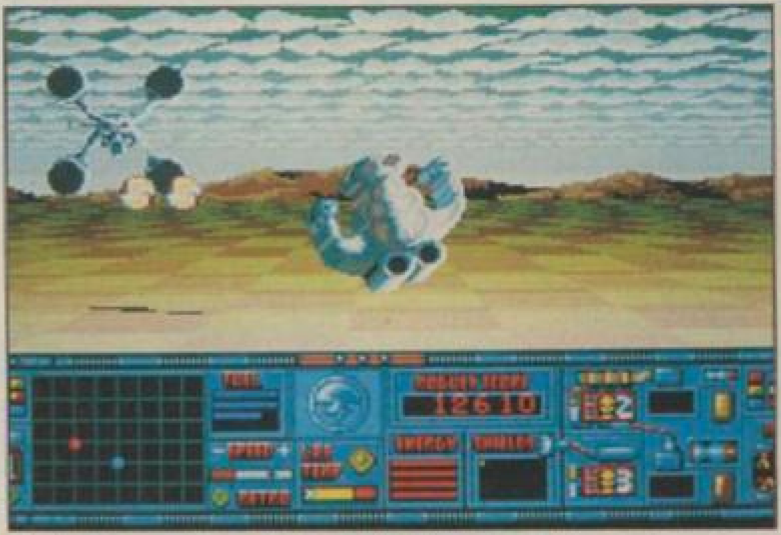
Puzznic will be out in the next few weeks on the ST, which should be quite similar to its Amiga counterpart - even in price. C64GS and Amstrad GX4000 cartridge (£24.99) and Spectrum cassette (£9.99) versions are to follow. The audio-visuals aren't exactly complex, so the 8 bit versions shouldn't suffer greatly.

ROGUE TROOPER

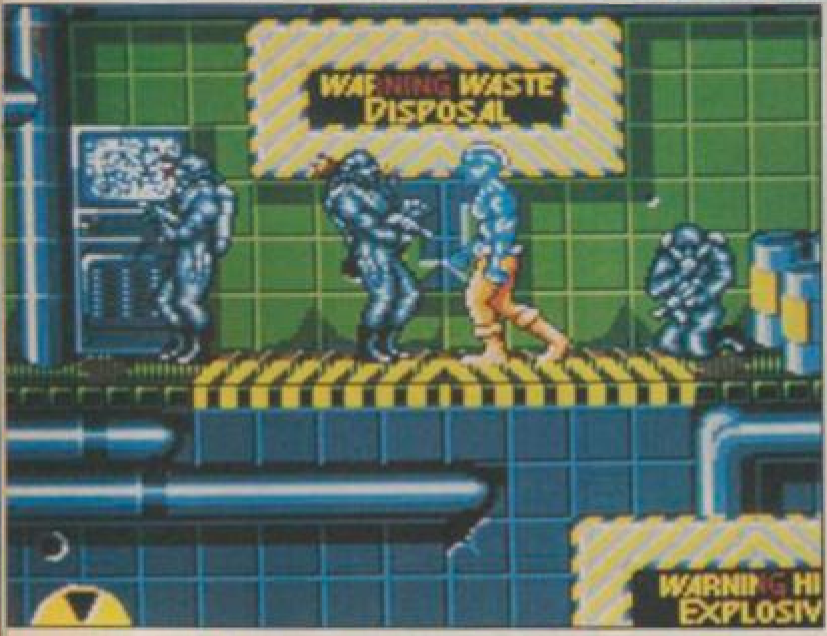
BY KRYSALIS

The time is the far future, the place is an world far from our own, known as Nu-Earth - a ravaged globe where the very air is poison. There, a war rages between two factions, the vicious Norts and the desperate Southers - each determined to be victorious in a battle which neither side can win.

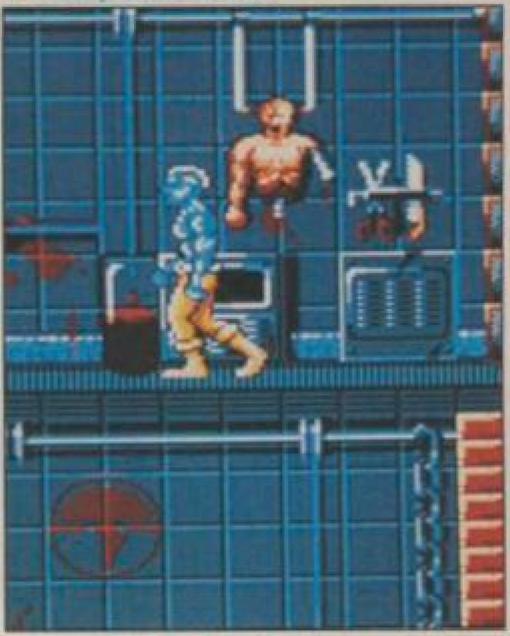
Enter the GIs - Genetic Infantrymen, a breed of elite warriors bred with built-in protection from Nu-Earth's harsh environment. One of these is the Rogue Trooper, the only survivor of the Quartz Massacre, along with his bio-chip comrades, Gunnar, Bagman and Helm. His mission is one of revenge - against the traitor who sold out the Southers, and caused the death of dozens of Rogue's colleagues.



▲ *3D scroll-a-rama with Krysalis' latest!*



▲ *Battling Norts at the waste disposal plant.*



Rogue has been captured, but has escaped from his cell within a huge Nort compound. His first task is to retrieve his helmet, his gun and his backpack, each containing one of the bio-chips. All three are scattered through several levels of platforms, each dotted with Nort soldiers and sentry robots, which must be taken out before they can either injure you, or sound the alarm. Once this is done, Rogue can escape in a stolen craft, and fly over enemy lines to the Souther base. Additional bits can be purchased - at a hefty cost - from Bland and Brass, two battlefield scavs who will buy and sell anything - for a profit!

Things don't get any easier from there, though, as the Norts have unleashed "dreamweaver" gas canisters, causing Rogue to hallucinate. Here our hero in blue genes (urgh!) has to survive until he reaches the base where the identity of the traitor can be exposed!

UPDATE

Rogue will be gunning his way onto the ST around the same time, for the price of £24.99. There's nothing outstanding about the Amiga version's audiovisuals, so the ST game should look and play identical to this one. There are no plans for 8 bit conversions at the moment.

AMIGA
£24.99

Hmm, I remember way back, when Piranha released a Rogue Trooper game, and to be quite honest, it was a pile of crud. Now Krysalis have got the licence, and the end result seems to be a combination of Prison (one of their earlier titles), and Logotron's BAD Company, and falls into the "not too good, not too bad" category. Why? Well, as I've said before with Krysalis' games, they all seem to look and play remarkably similar to each other, and this is no exception. The graphics are okay, and Rogue himself is animated quite well - there's even a nice "comic book" sequence in between levels - but the overall effect seems a little flat and two-dimensional. The sound is also nice, but doesn't seem to fit the bill as well as it could. The major fault lies in the gameplay - it's the same old thing again and again - move around levels, kill enemy, fly about, kill even more enemies - but with nowhere near enough action to satisfy would-be GIs. Even ardent 2000AD fanatics (like myself) would be warned to take a close look before grabbing hold of this.

ROBERT SWAN

GRAPHICS	80%
SOUND	77%
VALUE	74%
PLAYABILITY	76%
OVERALL	78%

ADVERTISEMENT

“Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Morley, ACE, October 1990

ACE RATED 936

By Graftgold

SIMULCRA

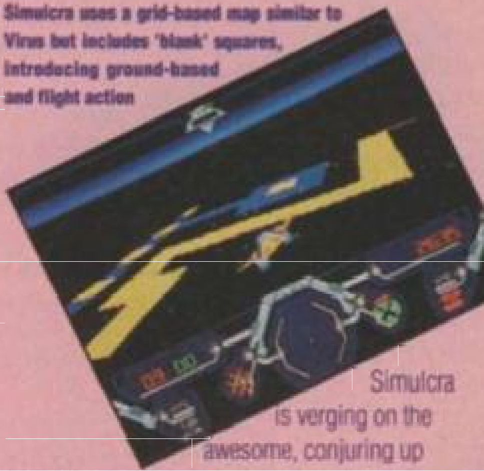
MicroStyle

The 3D vector graphics system in Simulcra features solid filled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely mixed. Stipple and transparent/semi-transparent surfaces are also employed.

The game code runs up to 252 non player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept more or less constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

Simulcra uses a grid-based map similar to Virus but includes 'blank' squares, introducing ground-based and flight action



Simulcra is verging on the awesome, conjuring up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and forget missiles, target display systems, shields, and extra lives.

MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

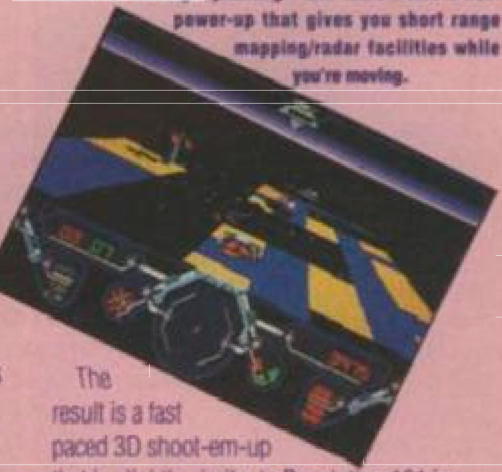
Cyberscape rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simulcraft pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Suface Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

ACE RATED 936

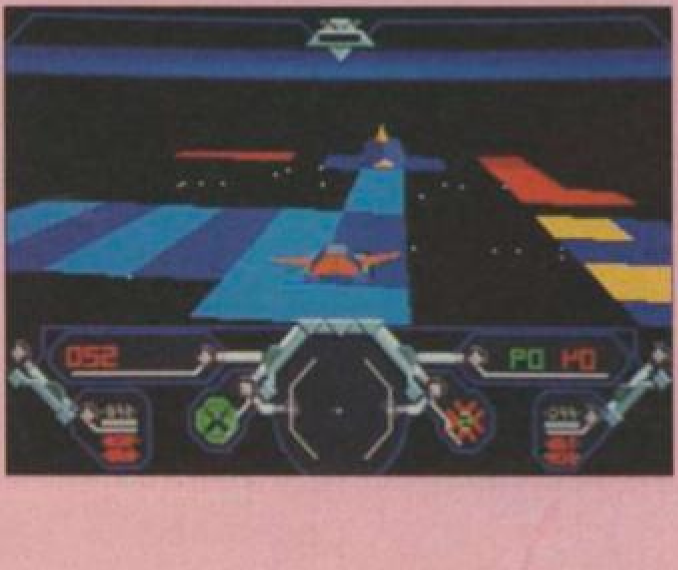
To add variety to an already exciting game, Microstyle have thrown in a wide variety of enemies. First, and most common, are the laser turrets that slowly sweep in a complete circle until they lock onto you, whereupon they fire viciously. Various ground and air attack craft, such as jeeps and small tanks, race around the walkways, thankfully needing only one shot to kill. Then you reach the megatanks – these can only be killed with missiles, but when shot explode in the most satisfactory way yet, by first ejecting the gun turret and then collapsing in on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning – and there's also a neat power-up that gives you short range mapping/radar facilities while you're moving.



The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

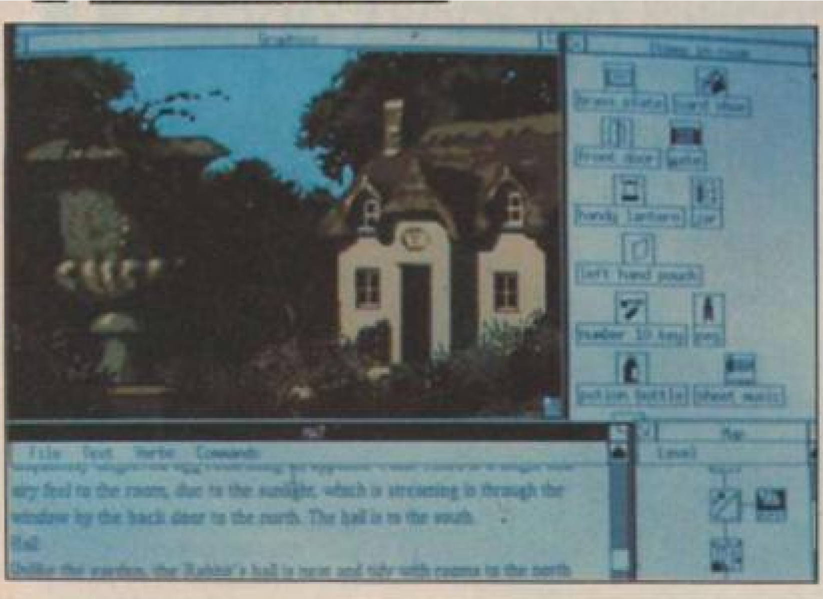
Just what a game should be: looks good, sounds good, and plays like a dream.



Here at MicroStyle we couldn't think of anything more to add to Chris Morleys' review for Octobers edition of Ace.

RELEASE DETAILS		
ATARI ST	£24.99	OCT 90
AMIGA	£24.99	OCT 90
No other versions planned		

All excerpts quoted by kind permission of Ace

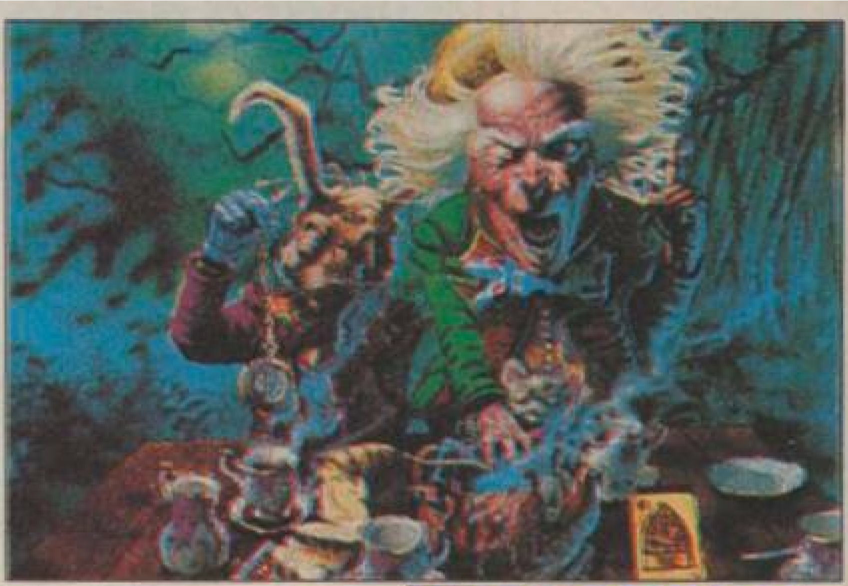


ary feel to the room, due to the sunlight, which is streaming in through the window by the back door to the north. The hall is to the south.

Hall

Unlike the garden, the Rabbit's hall is neat and tidy with rooms to the north

▲ *Loads of wonderful windows in Wonderland!*



▲ *Some tea party...*

WONDERLAND

BY VIRGIN

Lewis Carrol's masterpiece has been chosen as the first game for Magnetic Scrolls' new Magnetic Windows system. Following Alice's adventures in her dream wonderland, you must guide her through the surreal world, coping with rabbits in waistcoats, the Queen of Hearts, and even the hookah-smoking caterpillar.

The new system is an advanced variation on the classic text adventure - and, in fact, can be played as such if you so desire. This would be a little silly though, as the Windows system has a great deal to offer to make life easier. First off there are the graphics - not only highly detailed and accurate, but often animated as well (the dancing chairs in the music room are one example)!

Other windows include the inventory, where all current possessions can be seen, the room contents window, a compass icon, and even an automatic mapping function. This all helps to make the adventurer's life easier, and if that wasn't enough there are pull-down menus which give access to a host of other options. The layout of information windows is completely redefinable but to avoid hassle, a tidying option rearranges them to make the best use of the space available.

Every time an action results in increasing the score, the system points it out - so the player knows he must be doing something right!

UPDATE

Similar versions for the ST and Amiga are being programmed for release in late December/early January. No 8-bit versions are planned, alas.

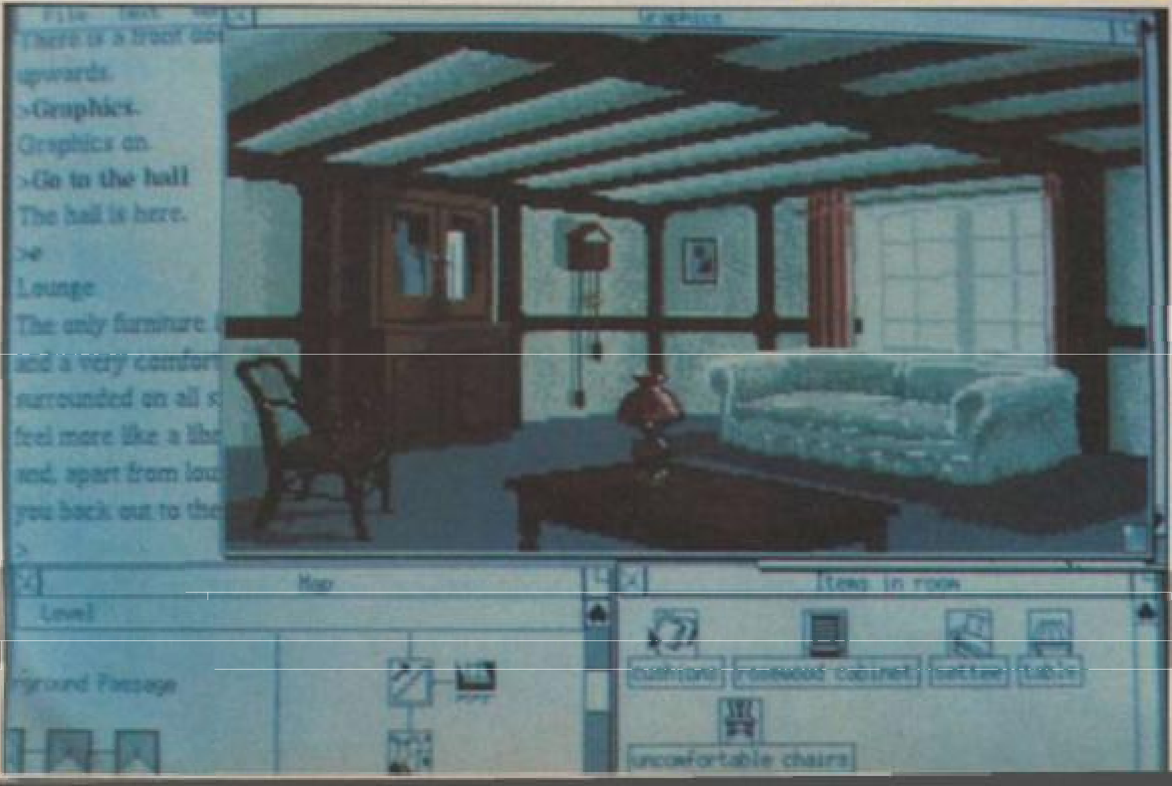
PC
£29.99

If, like me, you're a big fan of previous MS games such as Fish! and The Pawn, you'll go bananas over this system. The graphics are stunning, the storyline is funny (as well as being accurate to the book), and the Magnetic Windows system is a joy to use. The auto-mapping facility alone is an enormous boon to adventurers, and this, combined with the ability to manipulate items on-screen, adds new dimensions to traditional adventuring. Luckily MS avoided the temptation to become Sierra clones, and have now released a games system that leads the field. I personally think that this opens the genre to people who would normally never touch adventures, and that can only be a good thing. Be warned, however; MS haven't made their challenges any easier, so it can be a frustrating time exploring Wonderland!

MATT REGAN

GRAPHICS	87%
SOUND	73%
VALUE	83%
PLAYABILITY	89%
OVERALL	**88%**

▼ *Lounge exploring can be fun with this game!*



There is a front doo
upwards.
>Graphics.
Graphics on.
>Go to the hall
The hall is here.
>w
Lounge
The only furniture
and a very comfor
surrounded on all s
feel more like a lib
and, apart from lou
you back out to the
>

ground Passage

Clive Barker's
THE NIGHTBREED
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TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

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THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM

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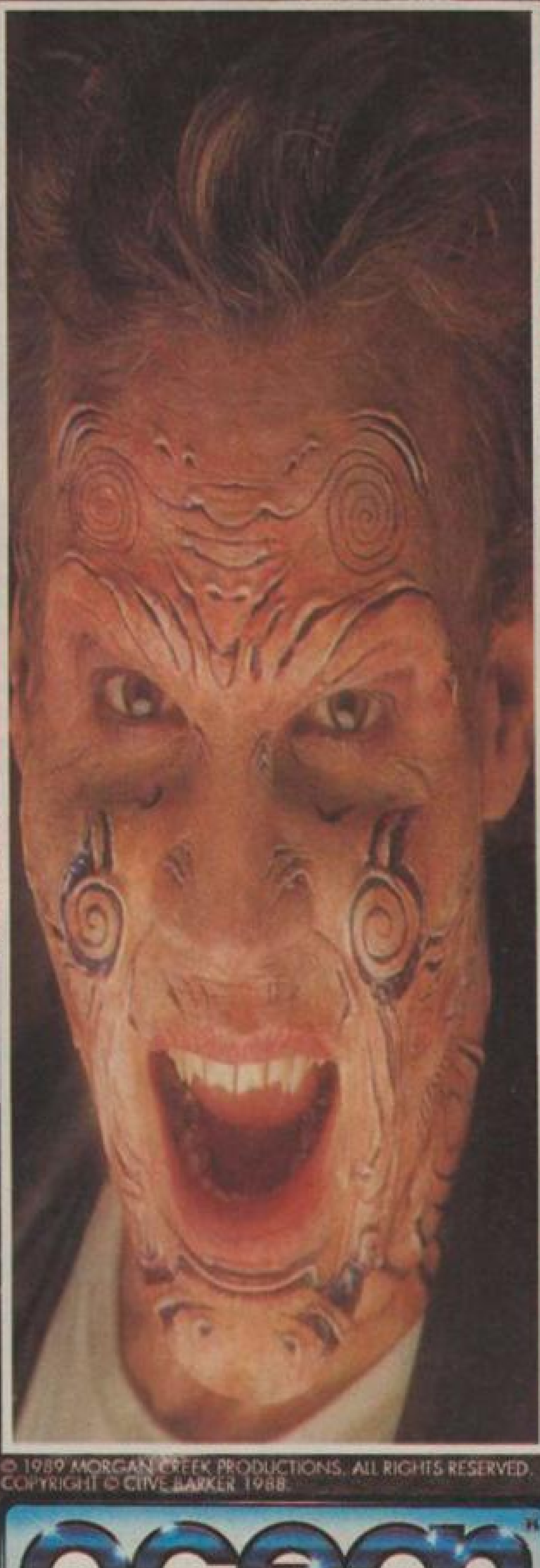

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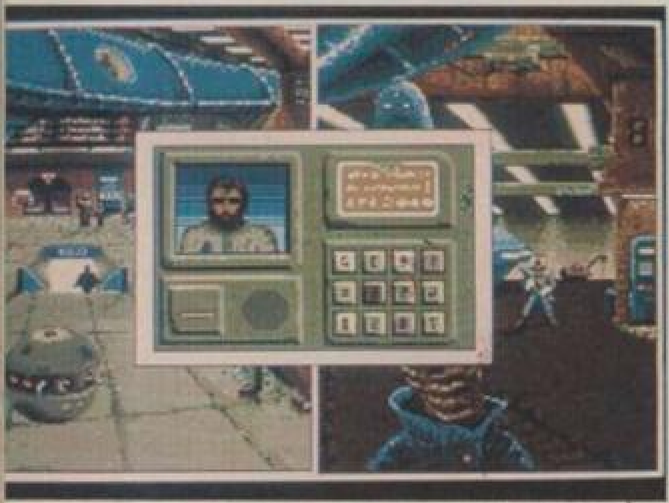
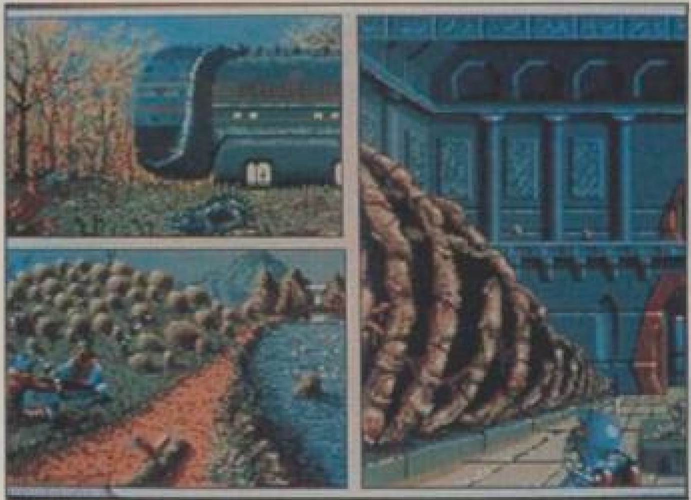


▲ *The face of the future in BAT.*



▲ *Just one of the locations you'll discover.*

BAT

BY UBISOFT

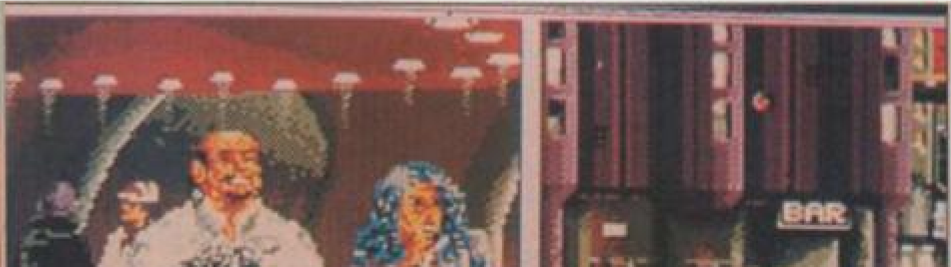
It is the 22nd century. Multinational corporations have dramatically increased in stature and power, and the governments of the world, feeling threatened by such a state of affairs, have banished the corporate leaders from the face of the Earth.

These outcasts have made the planet Selenia their new home - a world which holds the secrets of Khegol, the element which makes interplanetary travel possible. Back on Earth, however, the Galaxy Confederation have set up BAT, a galaxywide peace-keeping organisation. Their first mission is to stop the evil Vrangor, a maniacal genius who threatens the people of Selenia with bacterial warfare. Unless the Selenians give up their world - and the Khegol - to him, he will annihilate them utterly!

The player is cast as the BAT agent sent out to Selenia to assassinate Vrangor, and restore peace to the galaxy. Once equipped with various items, the player can travel around the world and interact with the myriad races by simply clicking on them with the pointer. Not everybody is willing to talk, however, so a little aggression is required now and then. The real problem is, Vrangor knows exactly what's going on, and has sent scores of assassin droids to dispose of anyone that gets in the way of his plans!

UPDATE

BAT will be appearing on the Amiga, with similar graphics to the ST, but without the hardware module, as the Amiga can kick up the sound without any add-ons. There's also a PC version in the mix, which supports the MV-16. Both should be out soon, and will retail for a pocket-numbing £29.99.



▲ *Hmmm... A dodgy character and no mistake.*

C64 DISK
£19.99

Ouch! Twenty sovs for a C64 game? And that's without the hardware module! Unfortunately the gameplay suffers from the same problems as the ST version, but the duff graphics and slow disk access time make it even more unrewarding to play. Unless you find the concept really attractive, you're better off saving your cash.

OVERALL 65%

ST
£29.99

How long has this taken to appear? I first heard of this about two years ago, and only now has it appeared on the screen. In theory BAT's point-and-click icon system would seem to work very well, but in practice it's very long-winded and issuing a command requires too much effort. The graphics are very nice indeed, but a special mention must go to the sound, supplied by the MV-16, a unit which plugs into the MIDI port and chucks out some really good, but very loud, 16 channel sound! The only drawback to this is you've got to plug headphones or a hi-fi in to listen to it. However, keen UBIsoft fans, will be pleased to hear that all their future releases will use the MV-16. The game itself falls down in one major respect - things happen too quickly, and it doesn't give the player a chance to react. Barely a minute into the game, I found myself stuck in a toilet, pursued by a killer robot, and with no ammunition and no way out! The price tag is a bit steep too, even with the hardware add-on. If wandering around looking for trouble is your bag, have a look, but definitely try before you buy.

ROBERT SWAN

GRAPHICS	85%
SOUND	90%
VALUE	75%
PLAYABILITY	73%

OVERALL 78%

ACTION SET

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FULL BLAST

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HIGHWAY PATROL
RICK DANGEROUS
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Available on
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and compatibles, COMMODORE 64.
NOTE! *In the* COMMODORE 64 *version,*
HIGHWAY PATROL *and* CHICAGO 90 *are replaced by* GRAND PRIX 500.

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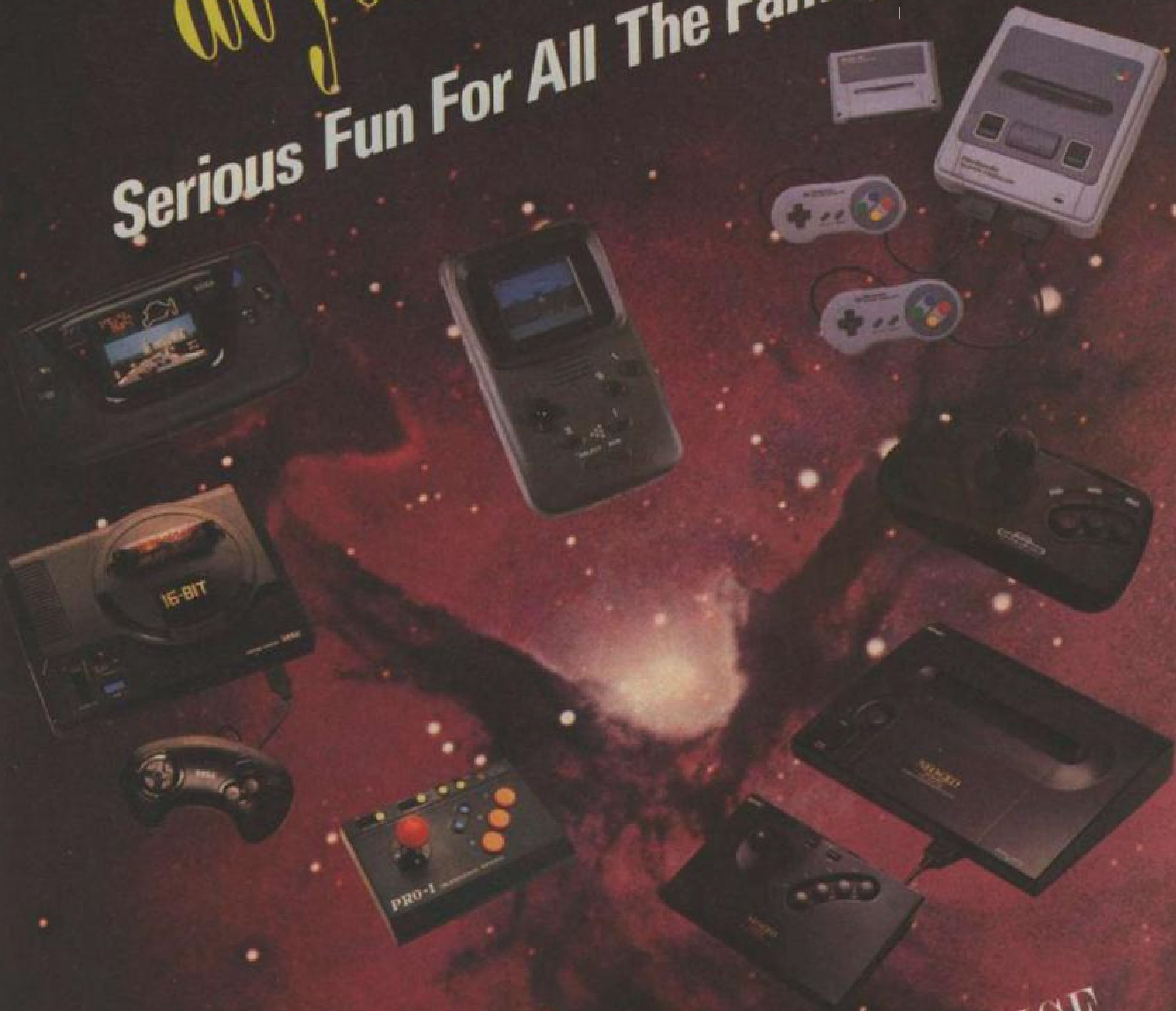

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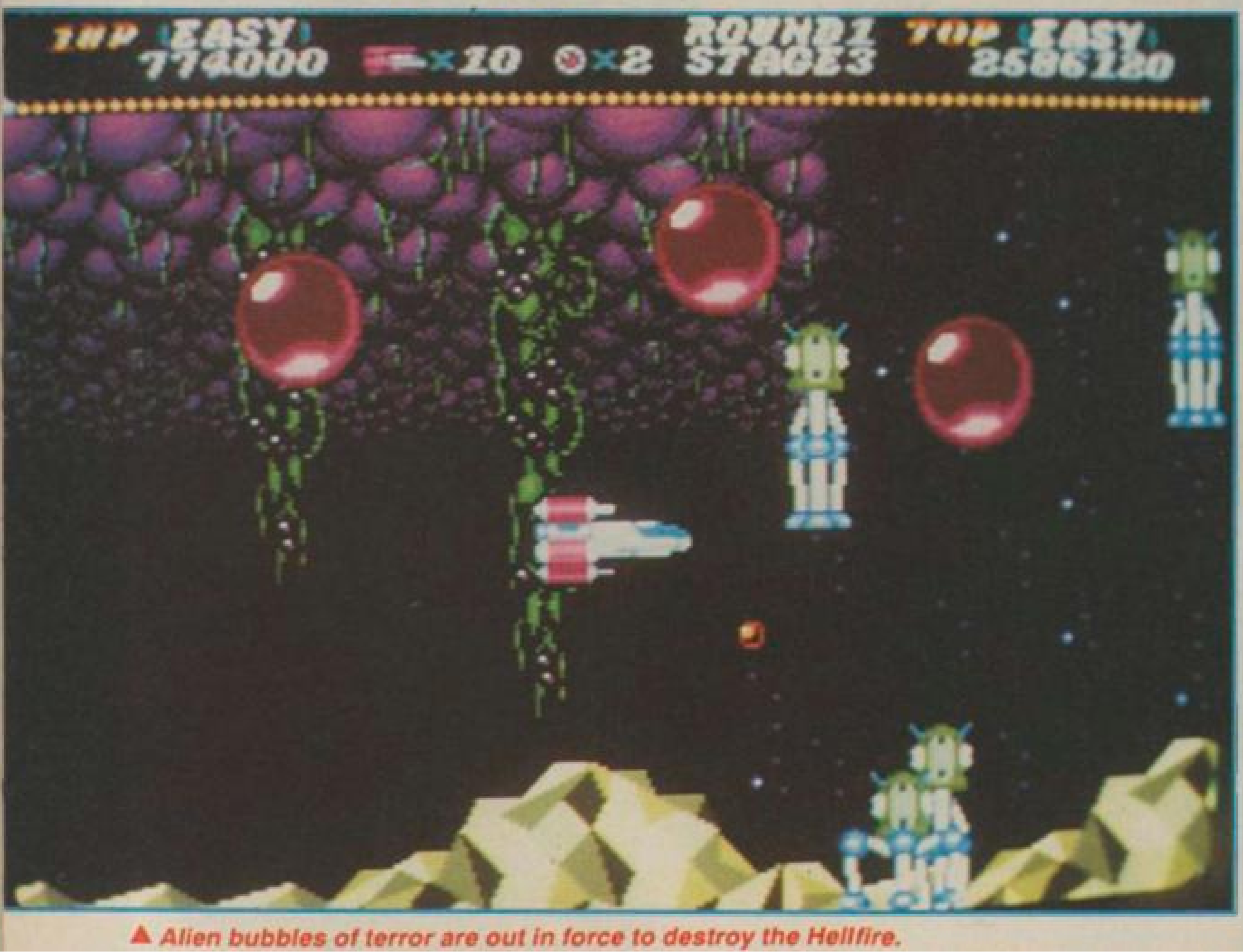
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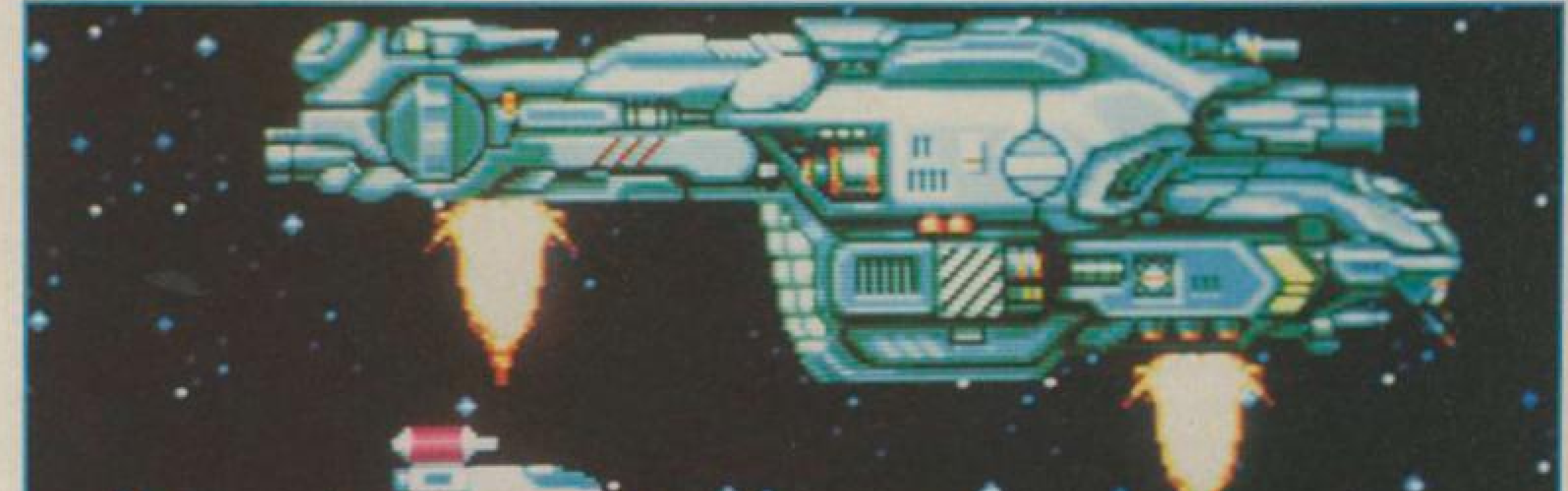
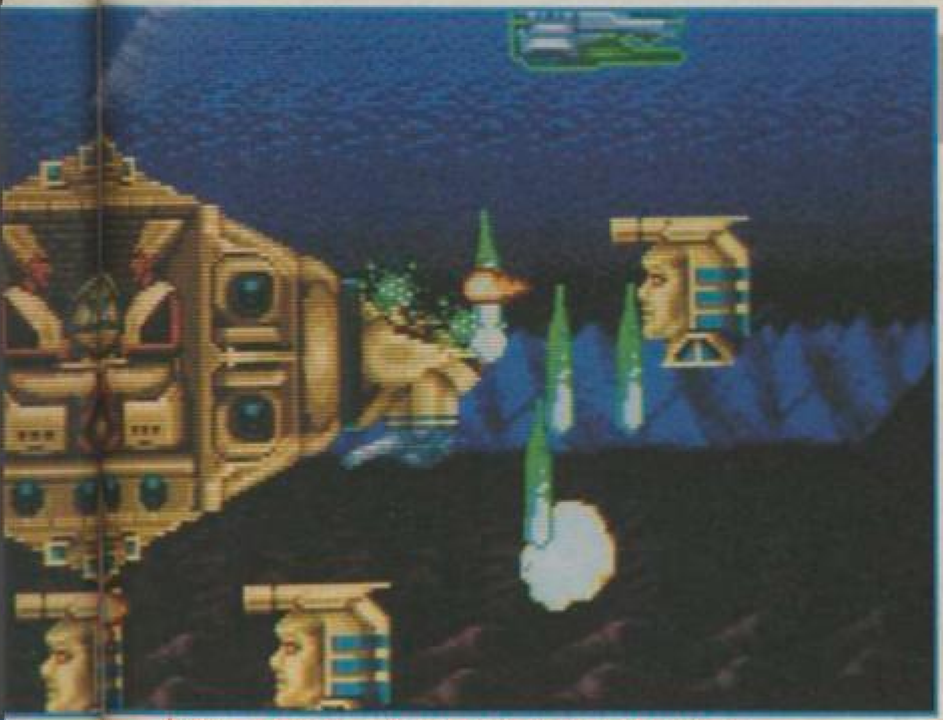
▲ *Alien bubbles of terror are out in force to destroy the Hellfire.*

HELLFIRE

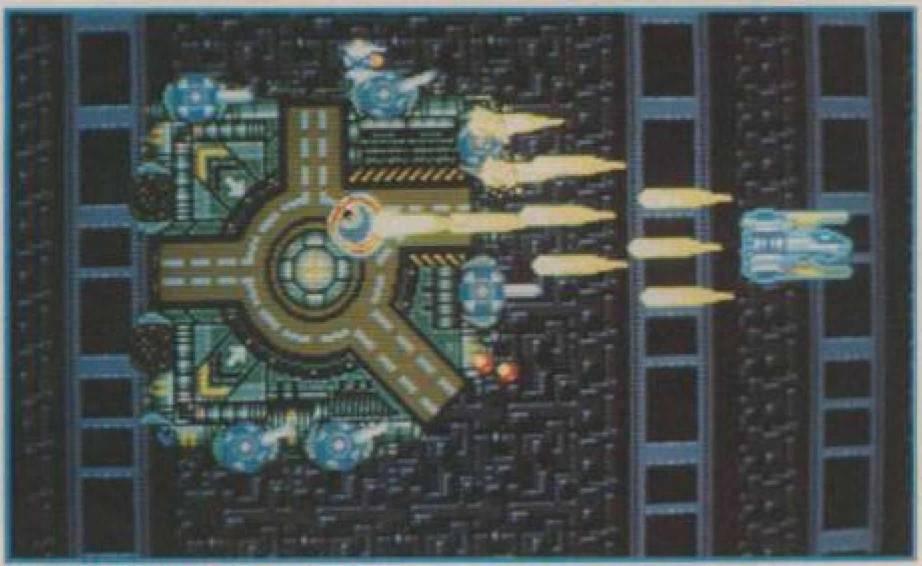
BY NCS

Civilisation as we know it as about to end! Hordes of alien marauders have begun to infest our colonies killing all in their path! Arrg-ghhh! Once again, it looks like raising an army to fight off impending doom looks rather unlikely, so it's down to you and your Hellfire class attack craft to face the hideous





▲ *One of the terrifying end-of-level baddies.*



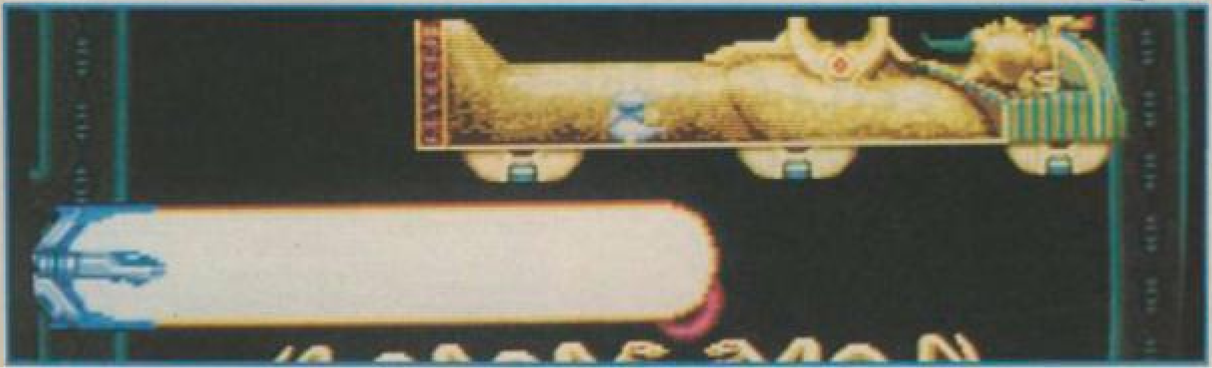
▲ *Rear-fire is just the ticket for this guy!*

menace on your lonesome.

Thankfully, crammed into the Hellfire's attack-pack is directable weaponry which switches from forward firing laser bolts, to rear fire, to vertically firing photons, and best of all, four-way diagonal laser destruction, at the push of a button. But that's not all. As you progress through the six horizontally scrolling levels, power-ups will occasionally appear enabling to increase your destructive potential still further!

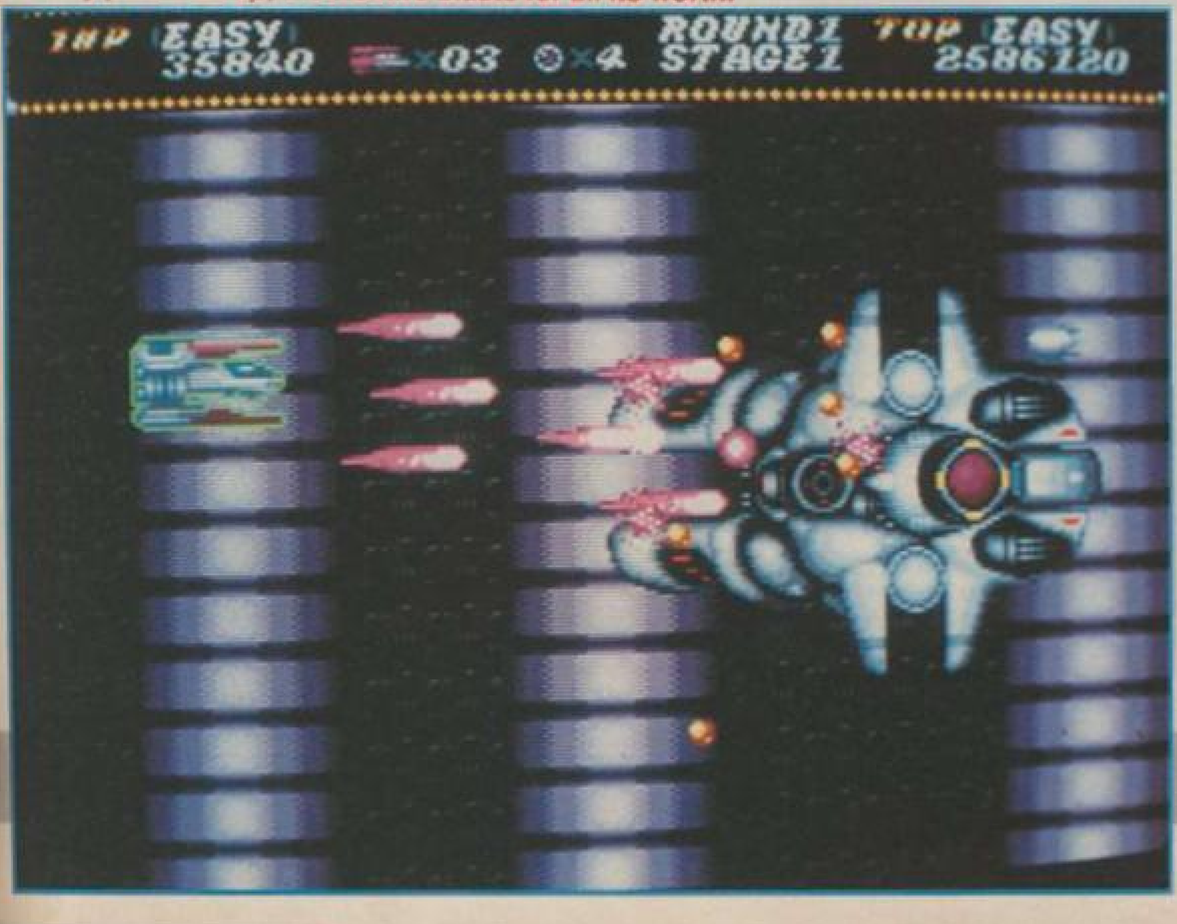
But beware! Even with all this weaponry, the enemy craft aren't just photon fodder. They've drafted in legions of terrifying fighters, along with huge mother ships and even larger Grandmother ships! So have your wits about you - the heat is always on with Hellfire!

C+VG HIT!



▲ *An omen of horrific death?*

▼ *Fully powered-up, the Hellfire blasts for all its worth.*



MEGADRIVE
£34.00

I thought that Thunderforce III was the last word in Megadrive shoot 'em ups, but Hellfire simply blows it away! Graphically, it's tremendous - the brilliant backdrops of the Toaplan coin-op have been faithfully reproduced - down to the last pixel! The sound, too is simply spot-on, with pulse-racing tunes and ear-blasting FX. But it's the playability of this effort that puts it head-and-shoulders above the opposition - the ship just feels so good to control and the satisfaction of destroying the huge end-of-level guardians is just tremendous! Hellfire is certainly a bit on the difficult side. Office shoot 'em up veterans were hard-pushed to complete the game in easy mode! With extra skill levels thrown in for added lastability, Hellfire simply burns up the opposition! Go for it - now!

RICHARD LEADBETTER

GRAPHICS	94%
SOUND	94%
VALUE	92%
PLAYABILITY	95%
OVERALL	94%

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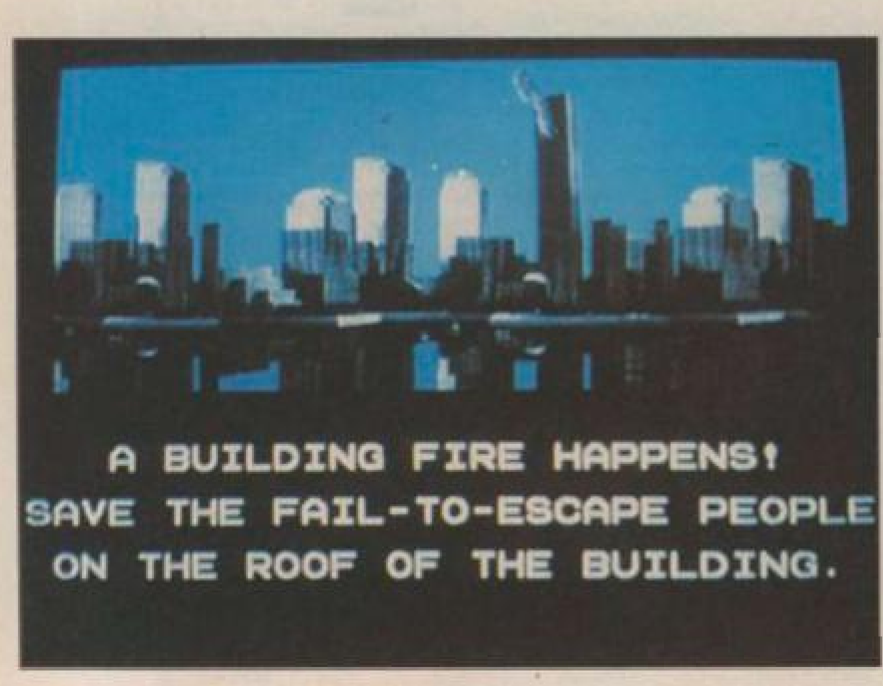
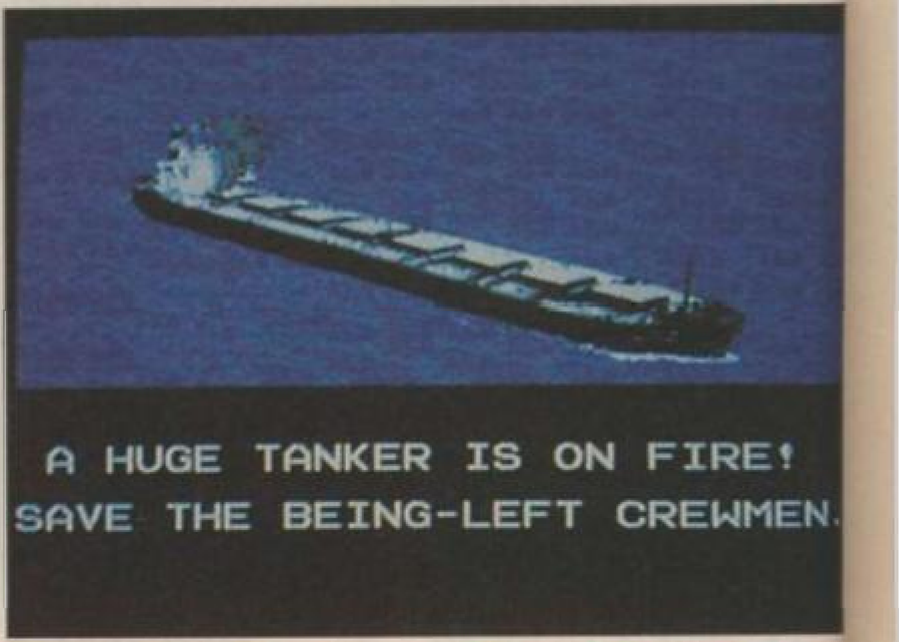
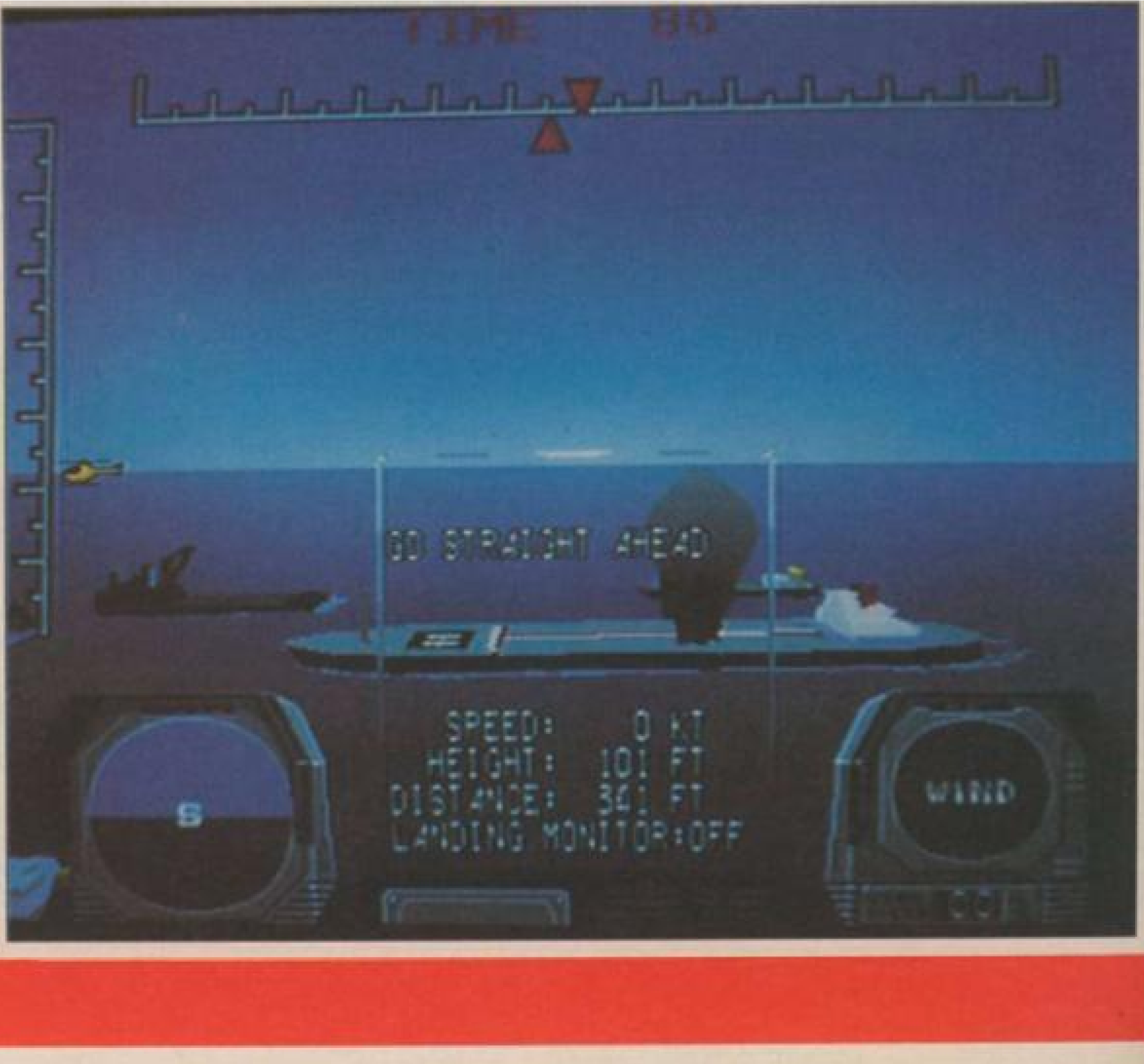

A BUILDING FIRE HAPPENS!
SAVE THE FAIL-TO-ESCAPE PEOPLE
ON THE ROOF OF THE BUILDING.


A HUGE TANKER IS ON FIRE!
SAVE THE BEING-LEFT CREWMEN.

AIR INFERNO


TIME 80

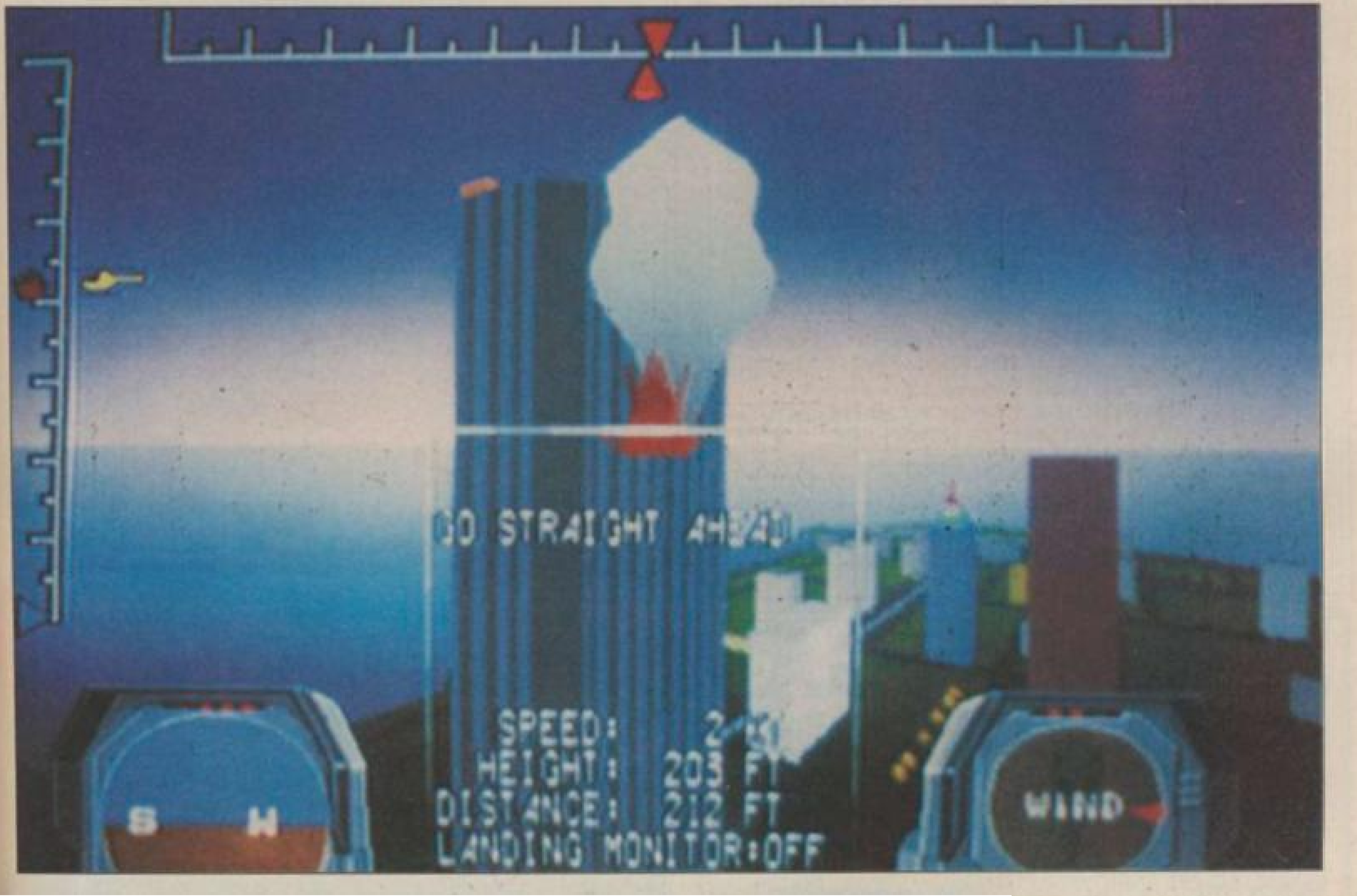
GO STRAIGHT AHEAD

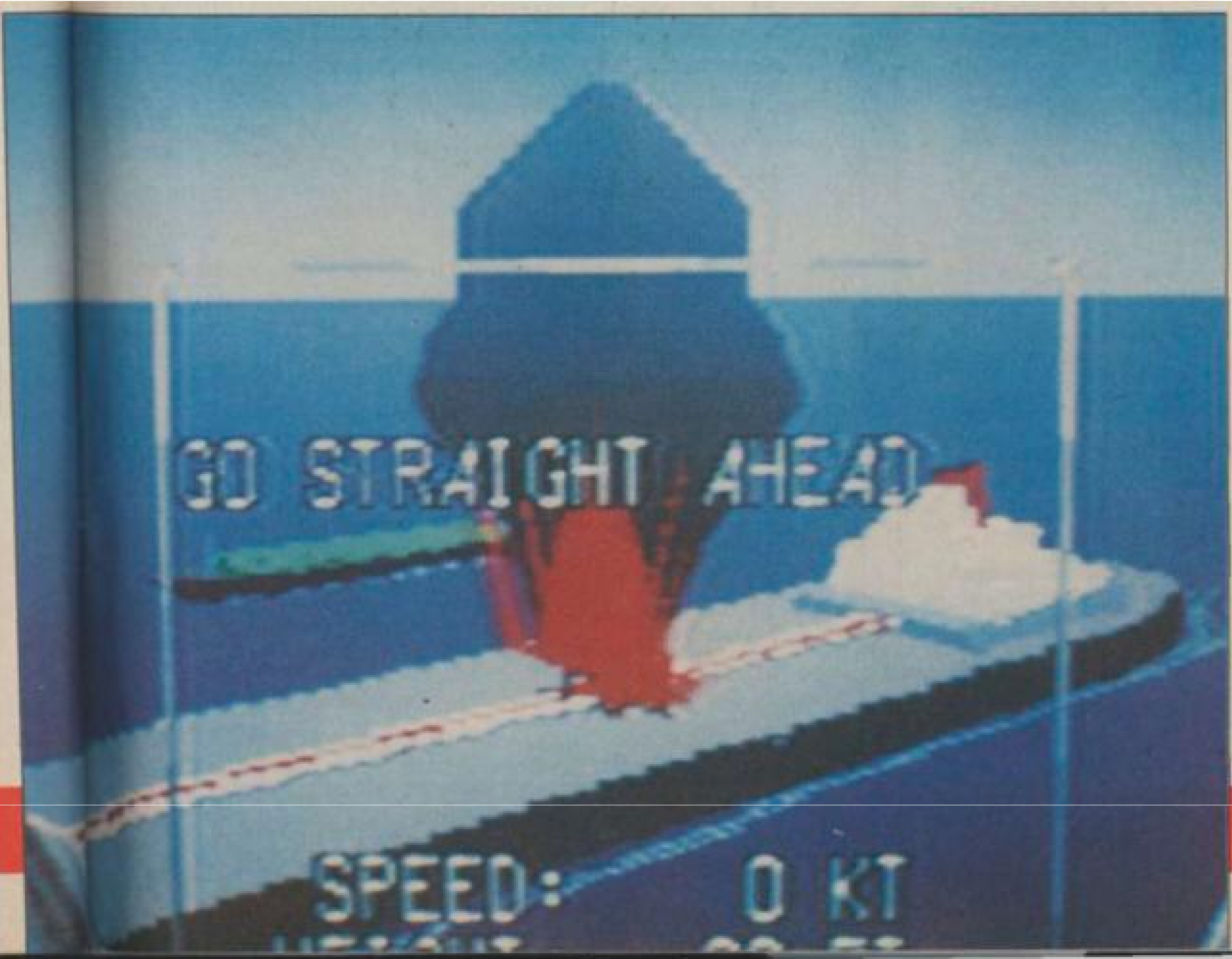
SPEED: 0 KT
HEIGHT: 101 FT
DISTANCE: 361 FT
LANDING MONITOR:OFF

One of the most visually impressive coin-ops to appear in the arcades since Microprose's mega F15 Strike Eagle is Taito's helicopter simulation, Air Inferno.

It's a refreshing change from the usual fly 'n' shoot air combat coin-ops, and instead puts the player in control of a helicopter with the object of flying four different rescue missions, ranging from lifting people from atop burning skyscraper, to locating and rescuing sailors from a drifting oil tanker and saving people stranded in a desert sandstorm.

Detailed, filled-3D graphics are used to display the action, and very effective they are too! The controls seem pretty weird at first, with both a joystick and foot pedals used to control the chopper. But with the help of the onscreen prompts, which


GO STRAIGHT AHEAD
SPEED: 2 KT
HEIGHT: 203 FT
DISTANCE: 212 FT
LANDING MONITOR:OFF
S
W
WIND


GO STRAIGHT AHEAD
SPEED: 0 KT

offer advice, it's not too difficult to get into the action. And once you master the controls, the game is very enjoyable indeed.

Although the four levels won't keep you playing for long, Air Inferno is very addictive in the short-term and is a very rewarding game to play. Don't be put off by the lack of things to shoot down - give it a go!

JULIAN RIGNALL

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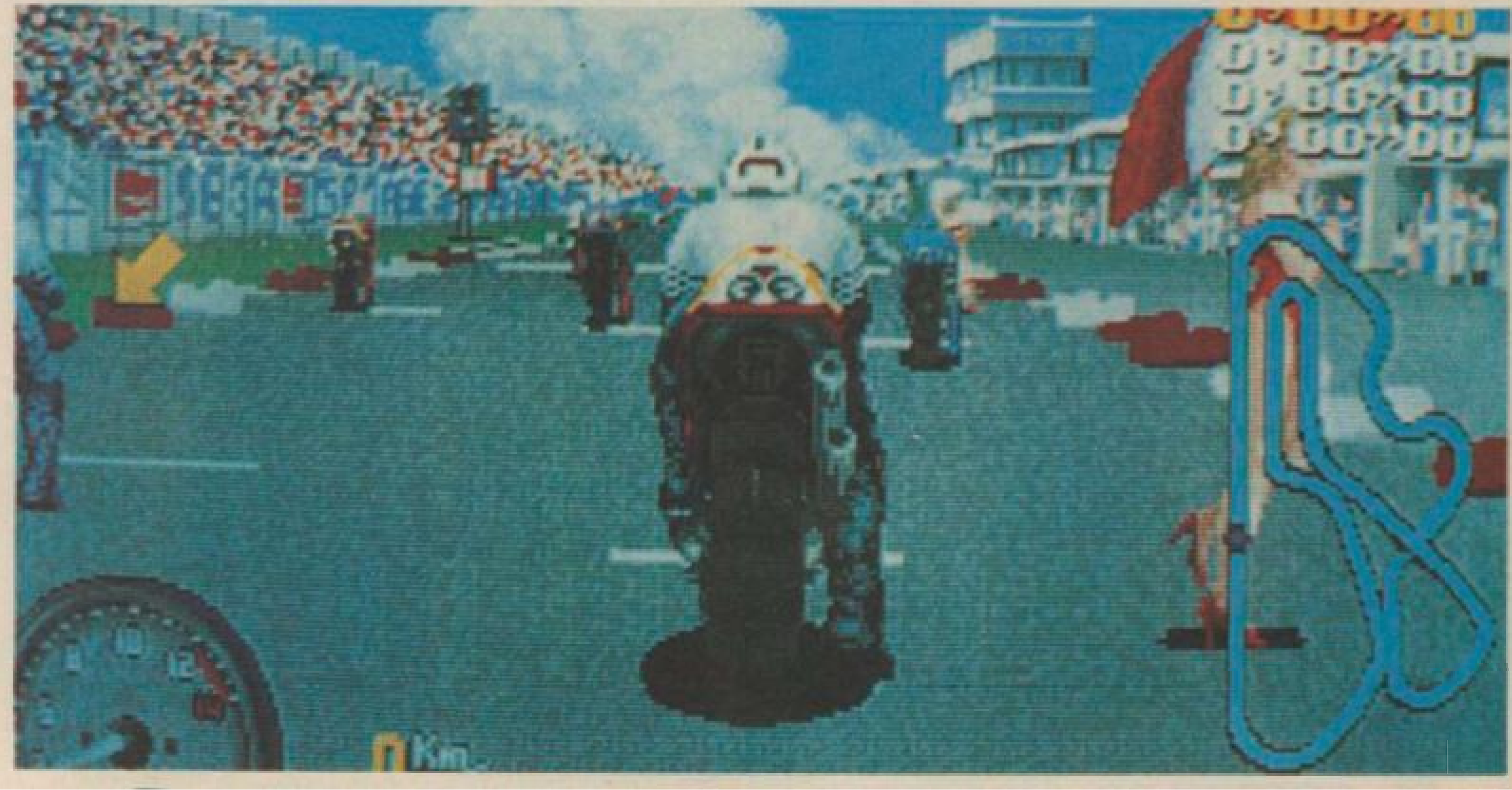

GP RIDER

GRAPHICS	94%
SOUND	90%
VALUE	87%
PLAYABILITY	92%
OVERALL	90%

Sega are certainly the best producers of motorcycle racing coin-ops - with Hang-On, Super Hang-On and Racing Hero all part of their impressive range of two-wheeled racing simulations, it's little surprise that they should try to surpass themselves again.

And I think they've done it! GP Rider is a one or two-player sit-on bike racing game, similar in concept to Super Hang-On, but featuring some of the fastest and smoothest 3D graphics around, which really give you a feeling of speed and leave you with a buzz of exhilaration when you get off the machine.

The controls are straightforward - just lean into the corners to steer, and outrace your opponents to win! With this simple objective and its breathtaking graphics, GP Rider is bound to appeal to racing fanatics. Grab some coins and take it for a burn.

JULIAN RIGNALL

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Amateurs, run for cover!

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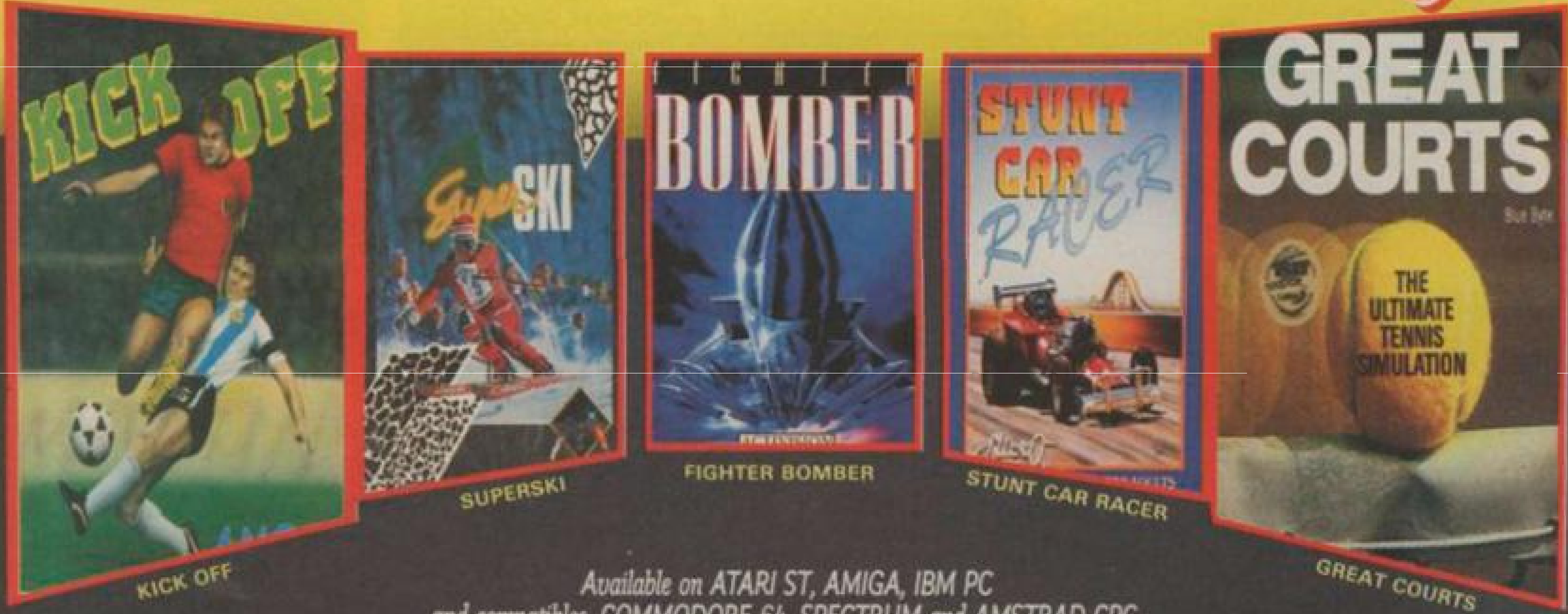
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and compatibles, COMMODORE 64, SPECTRUM and AMSTRAD CPC.
NOTE 1! KICK OFF is not avaible in the PC version.
NOTE 2! In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by CARRIER COMMAND, P 47 and RICK DANGEROUS.

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ARCADE ACTION

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MEGA TWINS

I thought that this looked a bit rubbish when I first saw it, but after playing it a couple of times I grew to like it.

It's yet another one of those games where you stroll across the scrolling landscape kicking seven shades of shinola out of the baddies, and attacking the giant end-of-level baddies. But it's nicely executed, with some great graphics and neat little touches to keep you coming back for more.

There are plenty of extra weapons to pick up as you (and a friend if you so wish) battle your way through the game - it's fun playing solo (and lets you go for that elusive high-score), but simultaneous two-player action is the most fun of all.

Megatwins certainly has nothing new to offer, but if you're after a bit of enjoyable gaming, try this out.

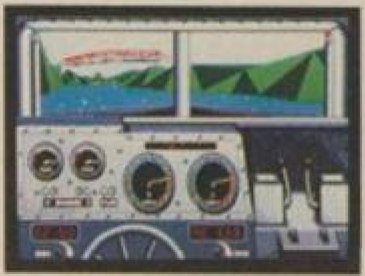
JULIAN RIGNALL

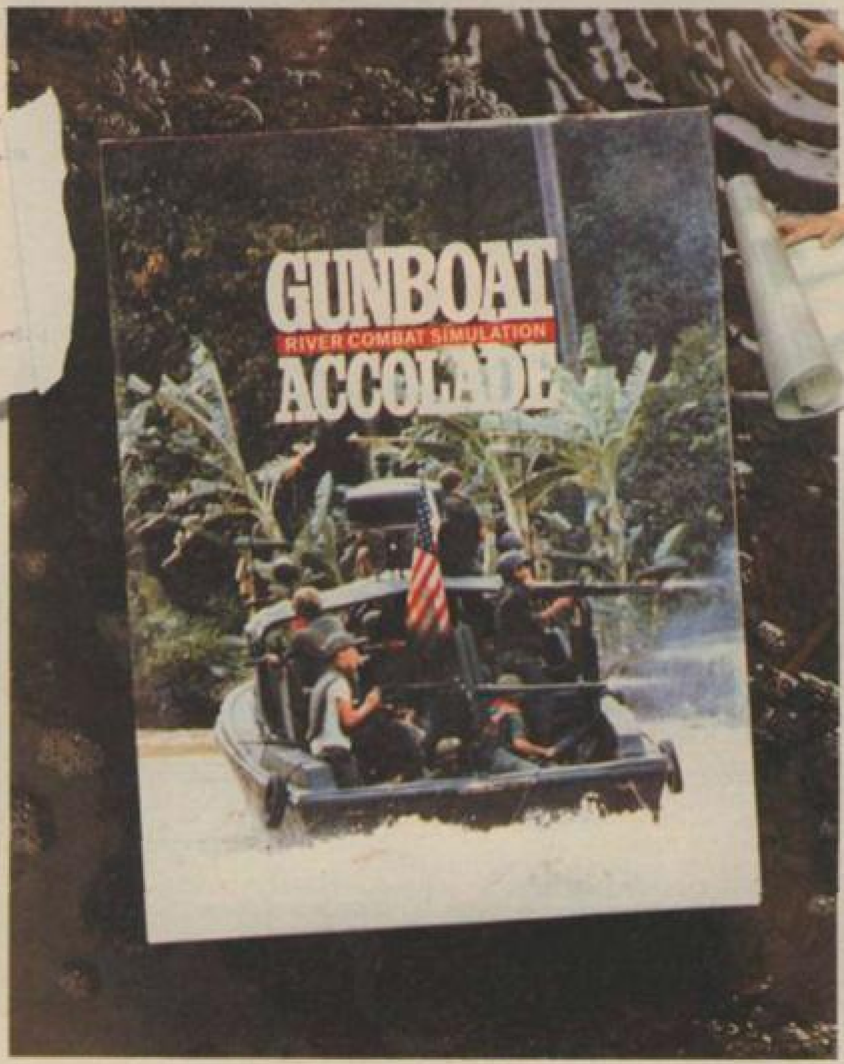
GRAPHICS	86%
SOUND	81%
VALUE	76%
PLAYABILITY	87%
OVERALL	86%

Small Craft Warning.

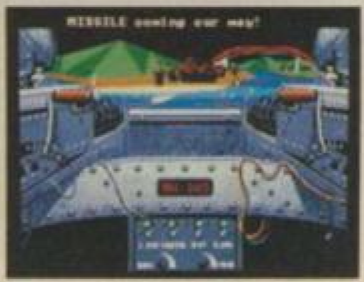
Prepare for a storm. Of bullets. *Gunboat*.™ Eight tons of U.S. Navy firepower crammed into a 31 ft. hull.

The fastest, most agile arsenal ever to turn 29 knots up a jungle river.





Climb aboard an authentically detailed river patrol boat (PBR) and get a 1st-person perspective from 4 battle stations.



Uncoil twin M60 machine guns and grenade launchers on renegade Viet Cong, Panamanian rebels and the murderous Colombian drug cartel.

They're all on the river. Waiting.

Polygon-fill animation and bit-map graphics immerse you in the steamy reality of 3 sweltering combat zones. Twenty missions lie ahead, in countries where the mortar fire is as thick as mosquitoes.

Gunboat. The water's about to get rough.

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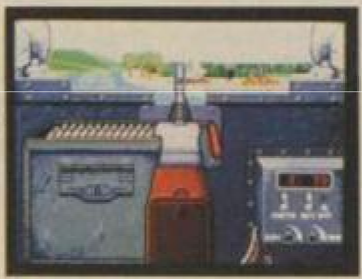

River combat, where an enemy ambush lurks around any bend, up any canyon or by any bridge.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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ARCADE HIGHSCORES

Yo! Welcome to the Official UK Arcade highscores table, the def, happenin' place to send your highscores to. Reckon you've got the mettle (and the scores) to earn the rank of arcade champion? Well then, log your highscores on the back of a postcard, or failing that a sealed down envelope and send them off to ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

1942
16,220,960 Daniel Ellis (DAN), Bath, Avon

AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland

ALIEN SYNDROME
1,079,050 Chris Eldred (ELF), Grantham, Lincs

ALIENS
1,150,00 Olav E Matias (OEM), Sweden

ARCH RIVALS
98-42 D Navin (NAV), Morecambe, Lancs

ASSAULT
335,550 Martin Deem, Portsmouth

ATOMIC ROBOKID
27,878,950 Ian Godfrey, Dereham, Norfolk

BADLANDS
541,785 Alex Ware, Shenfield

BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk

BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex

BLASTEROIDS
2,539,740 EGG, Portsmouth

BOMBJACK
45,672,800 Gary Harrod, Poole

CABAL
5,600,760 P Kollas, Greece

CAL 50
475,000 Alex Ware, Sheffield

CHASE HQ
19,279,300 Paul Bristow, Erith, Kent

CHELNOV
345,700 Martin Deem, Portsmouth

CRACKDOWN
570,880 Firoz Rawat, Manchester

CRIMEFIGHTERS
525 Ian Newbold, West Midlands

CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow

DARIUS
5,197,770 Tony Prior (TON), Aldershot, Hants

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1,501,500 Martin Deem, Portsmouth

DOUBLE DRAGON
1,100,050 Daniel Williams, Derby

DOUBLE DRAGON II
891,000 David McCartney, Falkirk, Scotland

DRAGON BREED
5,156,400 Colin Winter (COL), Grantham

DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare

DYNAMITE DUKE
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DYNAMITE DUX
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368,220 Gavin Davis, Swansea

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209,890 Chris Ford, Lancing

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3,913,140 Ian Perryman, Plymouth

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8,576,750 James Washburn, Essex

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1,081,000 Colin McWhirter, Ballymena, N Ireland

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RAINBOW ISLANDS
16,184,430 Ewen Chug (FED), Darwin, Austrailia

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1,560,000 Stu, Melton Mowbray, Leics

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5,800,000 David McCartney, Falkirk, Scotland

ROLLING THUNDER
40,800 Cullen O'Gorman (COG), Redditch

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940,370 Colin McWhirter, Ballymena, N Ireland

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382,740 Alex Ware (AJW), Shenfield

SCI
10,935,200 Michael Campbell, Croydon, Surrey

SDI
6,769,280 Graham Shaw (WIL), Loughton, Essex

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784,210 Robert Swan (ROB), C+VG

SHADOW WARRIORS
217,600 Robert Macauley (MRX), S.Australia

SHINOBI
1,006,080 Daniel Williams, Derby

SIDE ARMS
1,846,800 Graham Shaw, Loughton, Essex

SILKWORM
9,836,600 Jason Oodit, Ashbourne, Derbyshire

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8,111 Panayotis Kollas, Greece

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3,651,250 Sam Ho, Cheshire

SPLATTERHOUSE
424,500 Daniel Ellis (DAN), Bath, Avon

STRIDER
392,220 Anthony Wilson (ACE), Scunthorpe, S Humberside

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1,019,100 Julian Rignall (JAZ), C+VG

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12,858,900 Gavin Davis, Swansea

SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth

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4,372 Christer Bjorkman, Finland

SUPERMAN
5,261,700 Graham Shaw (WIL), Loughton, Essex

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1,037,200 Keith Bradley (EGR), Kent

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9,999,990 Michael Campbell, Croydon, Surrey

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748,520 Panayotis Kollas, Greece

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VS ITALY: 2-1 Ryan Humphries, Durkar, Wakefield
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WILLOW
1,513,250 Wing Choi Cheung (BOD), Euston, London

WINNING RUN
2:08:00" Julian Rignall, Southend

X-MULTIPLY
12,327,400 Kevin Cook (KAC), Croydon, Surrey

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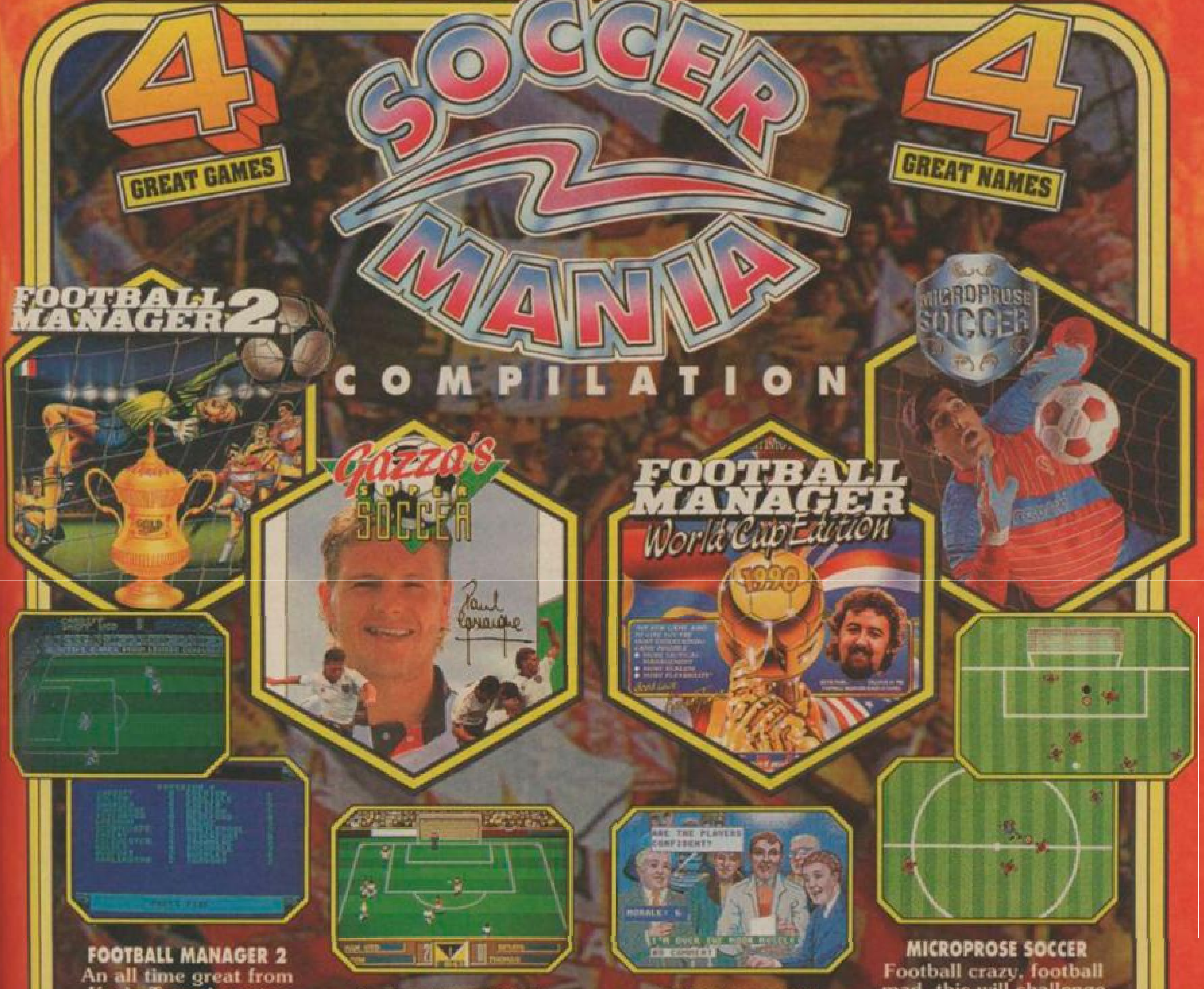
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ARE THE PLAYERS CONFIDENT?
MORALE: 6
I'M OVER THE MOON REALLY
NO COMMENT

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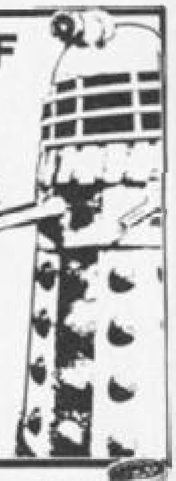

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COMPO RESULTS

Enter one of the honking good compos in the October issue of C+VG? You did? Well, here's a complete list of all the winners from each and every competition. Scan that list with care - your name could well be in there!

ELITE GREMLINS COMPO

25 groovy Gremlins packs were up for grabs in this juicy little compo, which entailed that you had to provide a question to this answer: "sixty million frankfurters and a pair of oven gloves". Some of you obviously have sick minds out there, and a lot more don't like poor old Rob much. Still, the winners are...

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MAD PROFESSOR COMPO

Aaow! Krisalis put a brill CD Walkman on offer here, along with ten runners-up prizes of goodie bags. And the overall winner is... JOHN SHEARING of GODSTONE, SURREY! The runners up are...

S RICHARDS, SHROPSHIRE. D ROBERT, CUMBRIA. K WICKENS, SPALDING. A DAVIS, SOUTHSEA. G SHORE, ALPHINGTON. L HARRIS, SEMILONG, NORTHAMPTON. A DEVEY, FANRBOROUGH. J W BORLAND, LONDON. N BURROWS, MERSEYSIDE. J POUND, FELPHAM.

QUESTIONNAIRE COMPO

Tons of topper console gear available for one lucky reader who sent in his/her opinions in general. Well, with around three thousand (probably more) entries, I bet D RANDALLS from TENBY is feeling particularly lucky at the moment. The console gear you asked for is on its way.

OCTOBER HOTLINES

WIN A MEGADRIVE

Wow! A hundred and ninety quid's worth of absolutely ace Megadrive gear was up for grabs here, but it was JOHN B TOWER from WESTCLIFF-ON-SEA that was the lucky winner! Well done, John - you're a real man now!

WIN A GAMEBOY

Currently ranking as one of the offices fave consoles (managing to keep your Gameboy away from Andrea is an impossiblity!), this particular Gameboy has been won by SONIA JONES from ROMFORD.

WIN A PC ENGINE

Everybody wanted to be a PC Engineer, but it was JIM BARRAT from CLACTON who scooped the honours by answering correctly four absurdly easy questions. Well done Jim, your SCART model is on its way!

WIN A LYNX

A groovy-woovy colour Lynx was up-for-grabs, but only if you could answer a serious set of probing questions... Amusing us with his spontaneous wit was DAVID LUCAS from the WEST MIDLANDS who not only answered the questions correctly, but gave us all a good laff into the bargain! Well done, Dave!

THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjuction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whisked over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though. When you're dealing with the likes of Julian Rignall, Paul Glancey, Rob Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!

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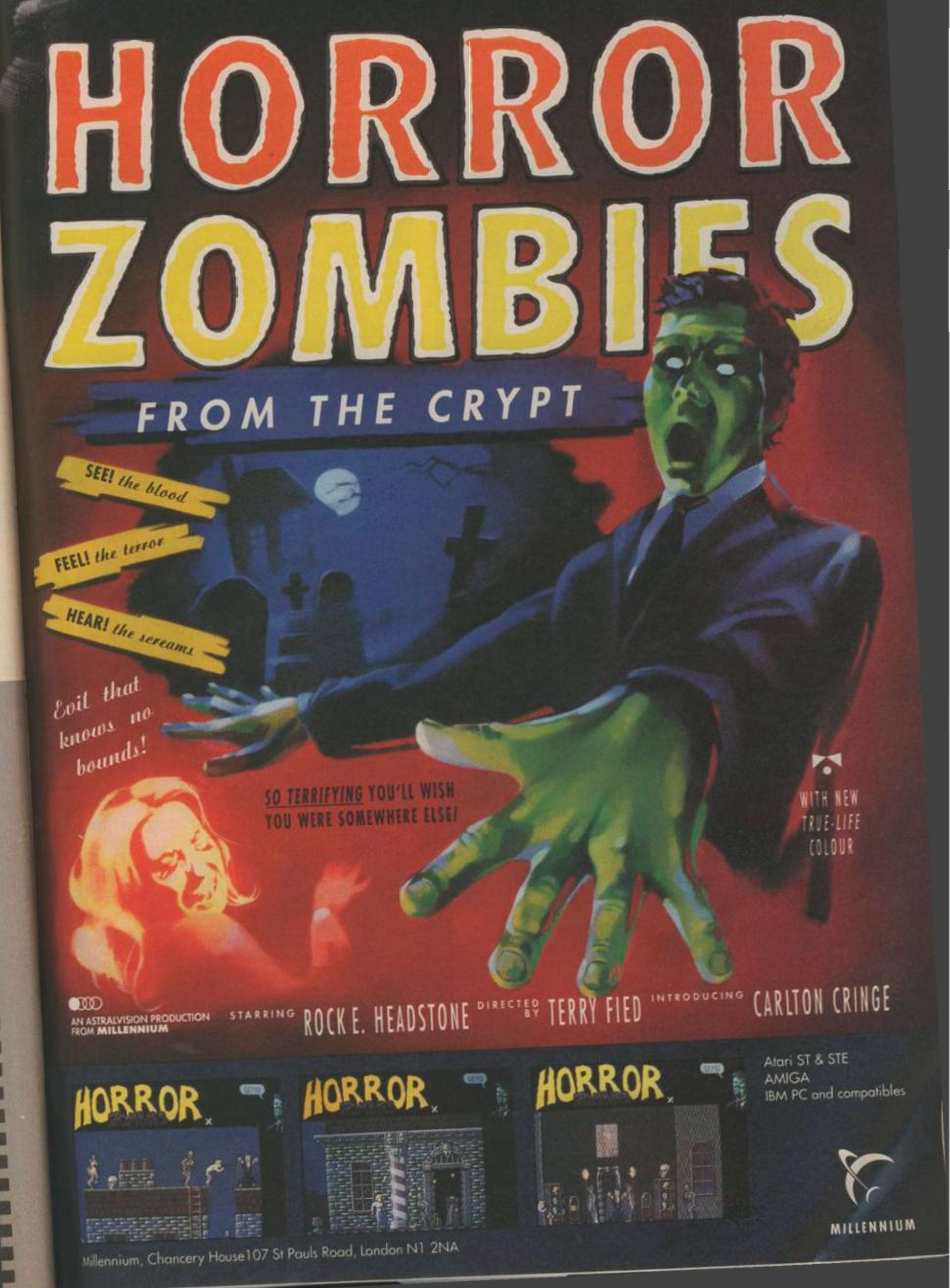
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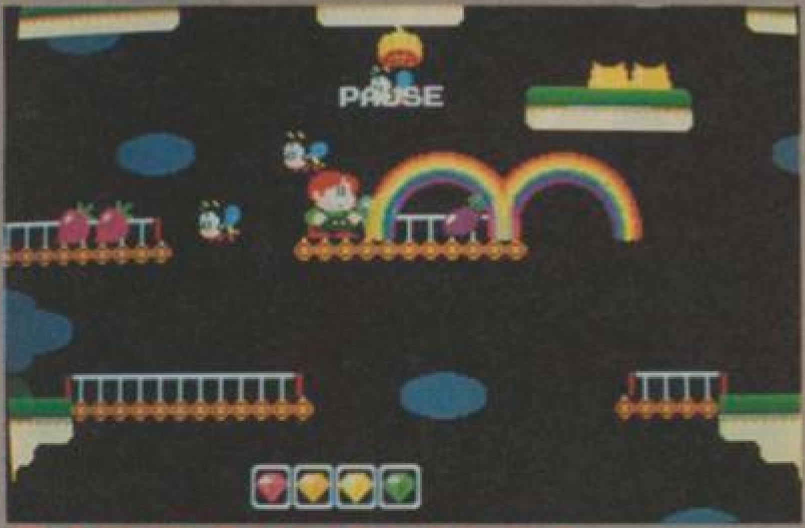


RAINBOW ISLANDS

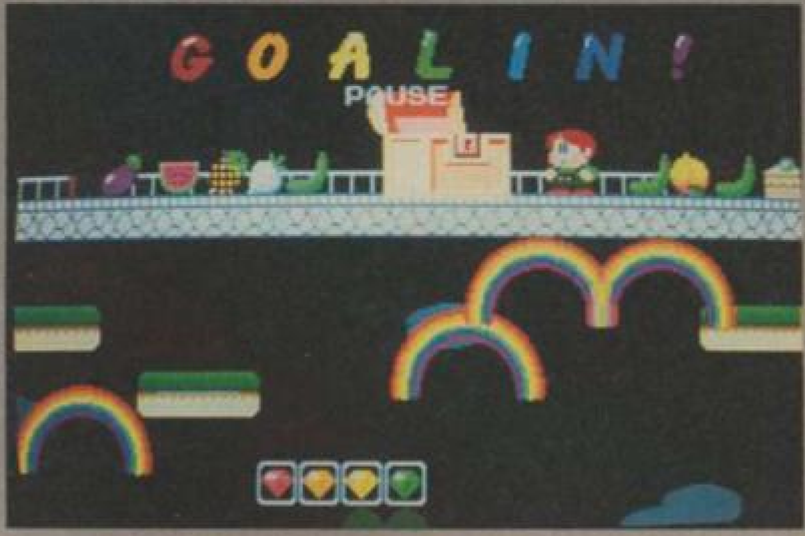
SEGA/TAITO

Bub and Bob are back in the Megadrive version of the classic platform game, Rainbow Islands! This game went down a treat with computer owners earlier on in the year, and by the looks of it, the Megadrive version is set to do the same! Featuring conversions of both the arcade original and the tougher "extra" version, you're certainly getting value for money!

Stacks of top-notch playability and super graphics with a huge amount of levels to be conquered make Megadrive Rainbow Islands a winner. Check out the full review next month!

RELEASE: MEGADRIVE, NOW

PRICE: AROUND £40.00



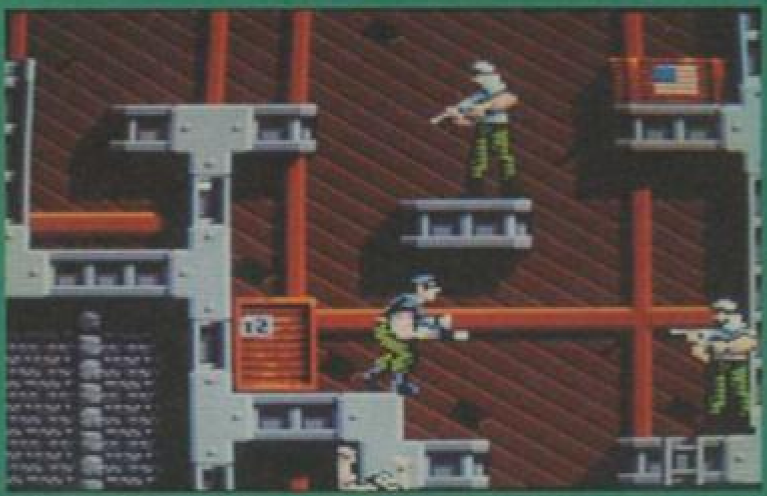
DICK TRACY

ENTERTAINMENTI NTERNATIONAL

After blazing its way through cinemas across the globe, Dick Tracy (the game of the movie) should be on his way to a computer near you! As you can see from the screenshot, it all looks a bit Untouchable-esque to us with plenty of Tommy Gun laffs. It certainly looks more exciting than the rather duff Warren Beatty film...

RELEASE: ST, AMIGA, PC, SPECTRUM, GX4000, TBA

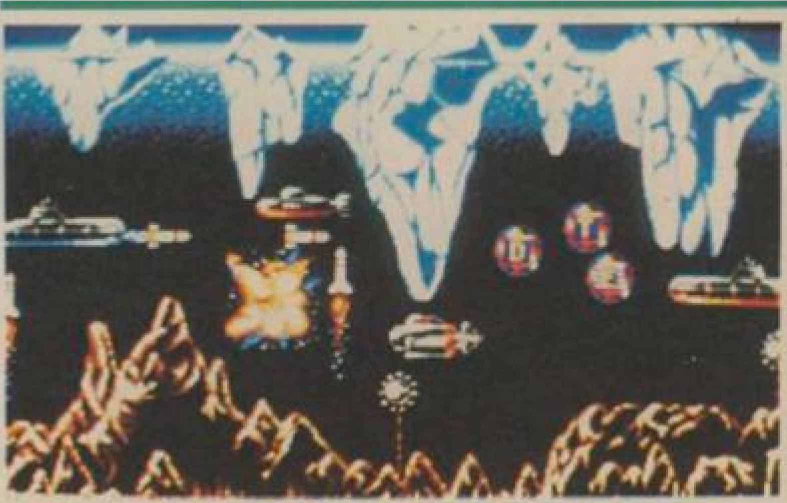
PRICE: 16-BIT, £24.99, GX4000 £29.99, SPECTRUM CASSETTE £9.99, OTHER PRICES TBA



NAVY SEALS

OCEAN

Blasting their way onto a computer or console near you soon are the Navy Seals, the American Navy's answer to our Tommy SAS guys. Based on a new Charlie Sheen flick, Ocean's latest all-action game puts the player in the boots of a Navy Seal agent sent up against Arab terrorists who have taken



THE HUNT FOR RED OCTOBER

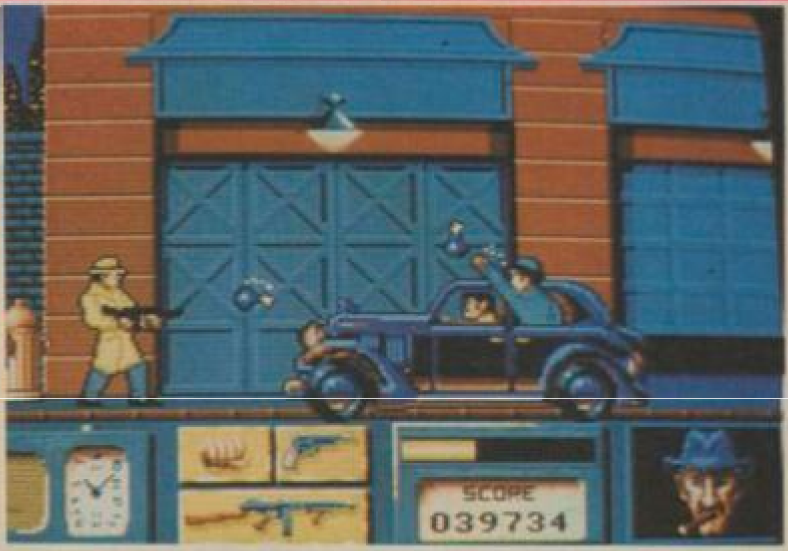
GRANDSLAM

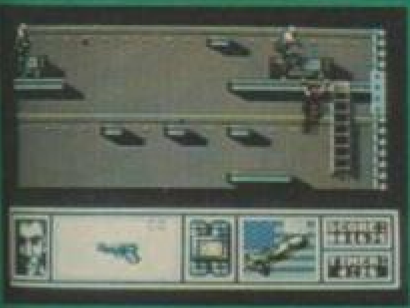
Everyone had left Grandslam for dead, but they've bounced back with their computer interpretation of the flippin' good Sean Connery movie! Rather than tart up the graphics and playability of their first Red October game (based on the Tom Clancy book), they've gone the whole hog and come up with a five level horizontally scrolling type arcade game, with each level representing an action scene from the movie.

With graphics supplied by an ex-Psygnosis graphic artist, The Hunt for Red October should look rather tasty, but you'll have to wait until next month for the full lowdown on the game itself!

RELEASE: SPECTRUM, AMSTRAD, C64, AMIGA, ST, PC, ANY DAY NOW.

PRICE: TBA

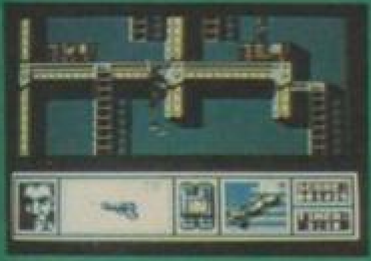




some clean-living Westerners hostage and hidden them in a load of platform-packed buildings. Along the way, our brave pinnipeds (look it up) come across some rather nasty captured missiles which have to be stolen back. Paul and Rob went up to Ocean to see the GX4000 and C64GS versions in action and came back suitably impressed. Hopefully the same will be true for all the other versions when the game is released early next year.

RELEASE: ST, AMIGA, GX4000, C64GS, SPECTRUM, EARLY NEW YEAR

PRICE: ST £19.99, AMIGA £24.99, GX4000 CARTRIDGE £24.99, C64GS CARTRIDGE £19.99, SPECTRUM CASS £10.99, SPECTRUM DISK £14.99



BATMAN

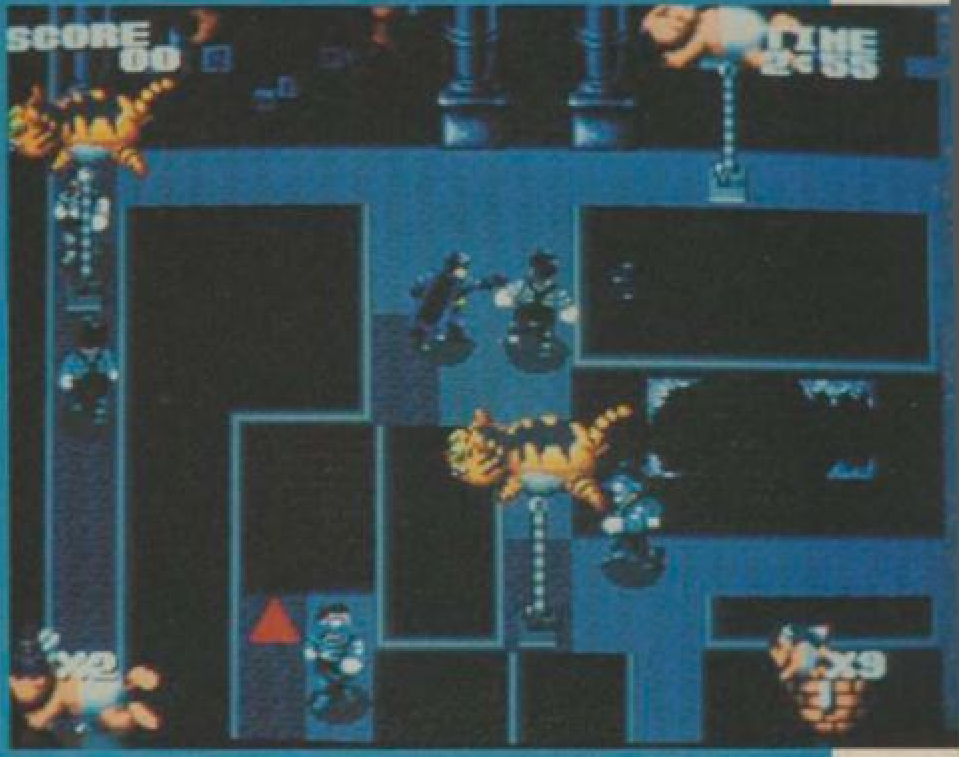
SUNSOFT

What! Yet ANOTHER console Batman game! Yep, that's right and PC Engine Batman has finally hit British shores. The bad news is that it hasn't got much in common with the fabbo Megadrive game reviewed in the last Complete Guide to Consoles. Indeed, the platform based beat 'em up action has been replaced with an unusual PacMan type effort.

But do not despair, because although it's a completely different kettle of fish, this conversion of Batman still has jam-hot playability, as the dangerously-addicted Mean Machines art department are at pains to point out!

RELEASE: PC ENGINE, OUT NOW

PRICE: £35.00



LINE OF FIRE

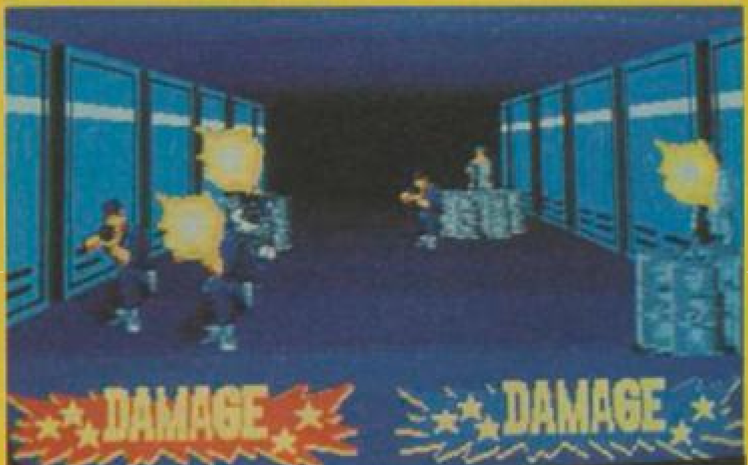
US GOLD

As revealed in the October issue's cover-mounted Mega Book, US Gold have grabbed the licence to Sega's brilliant slice of Op Wolf style shoot 'em up action. Now, at last the conversions are seeing the light of day (courtesy of ace programming team, Creative Materials) and they're all looking dead good! Featuring eight levels of blasting carnage, Line of Fire enables two players to fight their way out of occupied territory using stolen weaponry to gun down anyone who gets in their way.

The thing that set Line of Fire apart from the opposition was infinite ammunition for your Uzi (yeah!) and the fact that the landscape actually rotated around the player! All this and more have been crammed into US Gold's conversions! The Amiga version looks especially good with full-screen action, brilliant 3D and all the fun of the real thing. But we've also had a good look at the Speccy version and that's just as good! One to look out for, wethinks...

RELEASE: SPECTRUM, AMSTRAD, C64, ST, AMIGA, CHRISTMAS

PRICE: 8-BIT, £10.99 CASSETTE, £ 14.99 DISK. 16-BIT, £24.99



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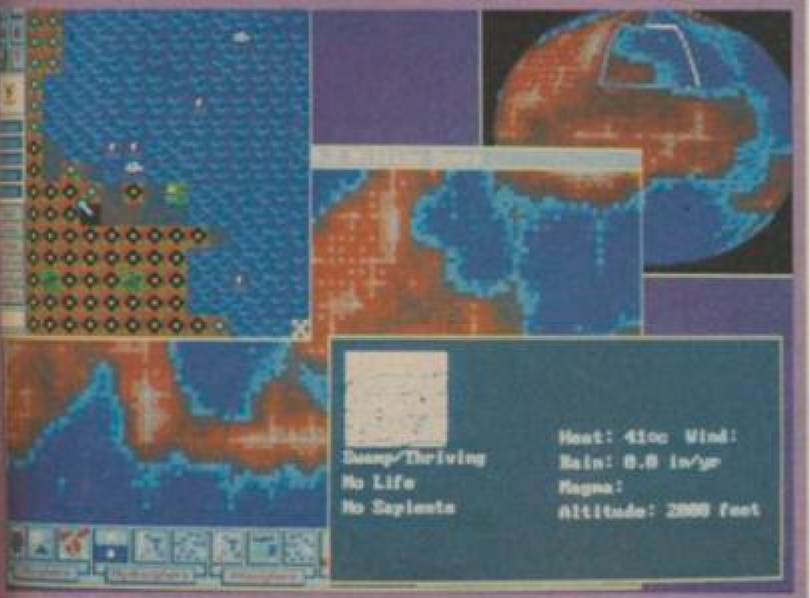
SIM EARTH
MAXIS/OCEAN

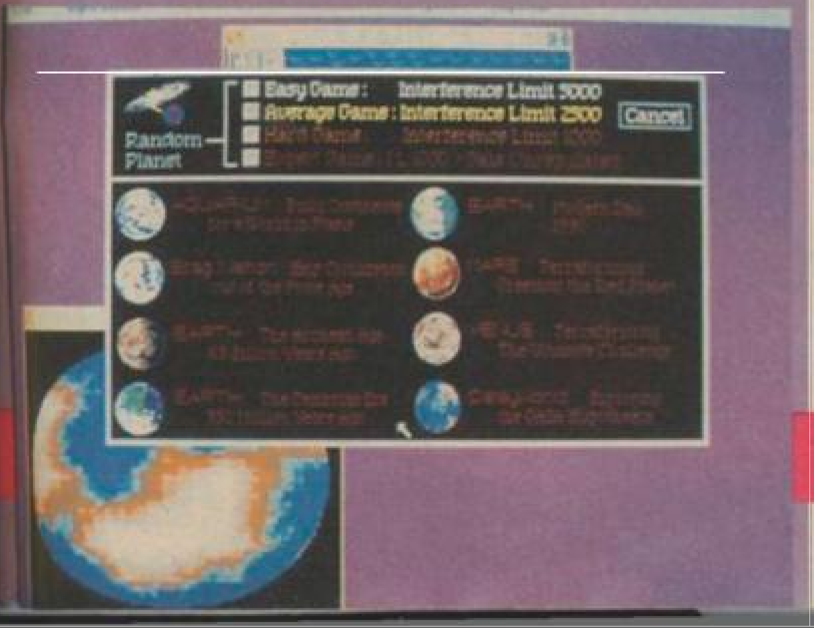
The follow-up to the fabulous Sim City is nearly upon us, and promises to blow its predecessor away in both size and depth by not giving you just a city to design and maintain, but a whole planet!

Absolutely everything involved in the creation of a world has been crammed into this new Maxis product. First off, you decide what basic form your planet takes - be it vaguely Earth-like (continents and oceans), solely water, or just one huge desert - the choice is yours! You can even start right from the beginning with a molten mass that gradually cools, and settles down into land masses which drift apart - just like the real thing. Create suitable environments and you can expect life of some description to evolve, from amoeba-like creatures all the way to huge, sprawling (maybe humanoid) colonies. Life forms as well as external forces (such as solar wind) all have some kind of impact of its environment and Sim Earth follows the Gaia theory which states that the whole planet is a living organism which will adapt to any changes which take place - even at the expense of any life living on it (wow - cosmic, huh?).

Ocean came down and gave us a sneak preview of what could be the greatest "god" game yet! PC owners are going to be first to sample the delights of world creation, but Amiga and ST owners aren't going to be left out as versions are planned for their machines too.

RELEASE: PC, AMIGA, ST, TBA
PRICE: TBA




Random Planet
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Average Game: Interference Limit 2500
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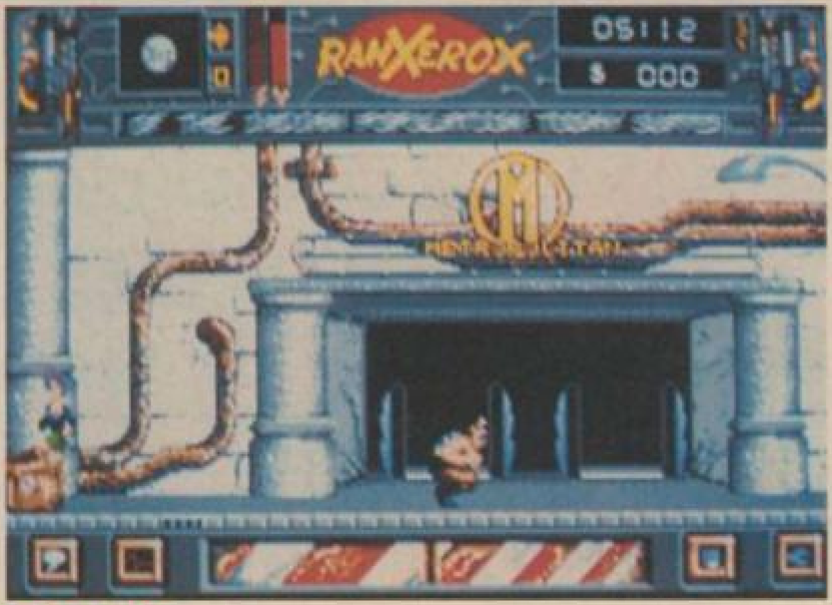
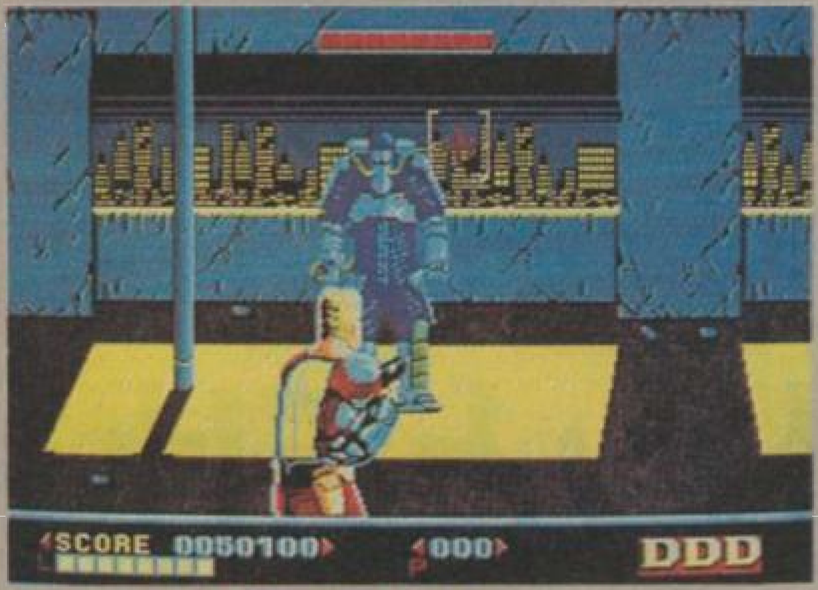


RANX
UBISOFT

Ubisoft's latest is a computer translation of a slightly sicko French comic, which even horrified our own hardened comic guru, Rob Swan! As for the game itself, the player stars as an android with muscles of steel (obviously not for flexing, then) who must rescue his kidnapped girlfriend and save the world into the bargain! Plenty of binary mayhem guaranteed, Ranx has been finished and should be out any time now.

RELEASE: ST, AMIGA, PC, TBA
PRICE: TBA



DYNAMITE DUKE
SEGA

Nothing to do with Dynamite Dux, nor even the Dukes of Hazzard (remember their dynamite-tipped arrows?), Dynamite Duke is Sega's all-out Op Wolf/Cabal clone. From what we've seen of it, the Megadrive conversion features arcade-quality graphics and red-hot playability, so it should more than satisfy any Megadrive shoot 'em up fiend's insane need for gratuitous violence!

RELEASE: MEGADRIVE, OUT NOW
PRICE: AROUND £40.00

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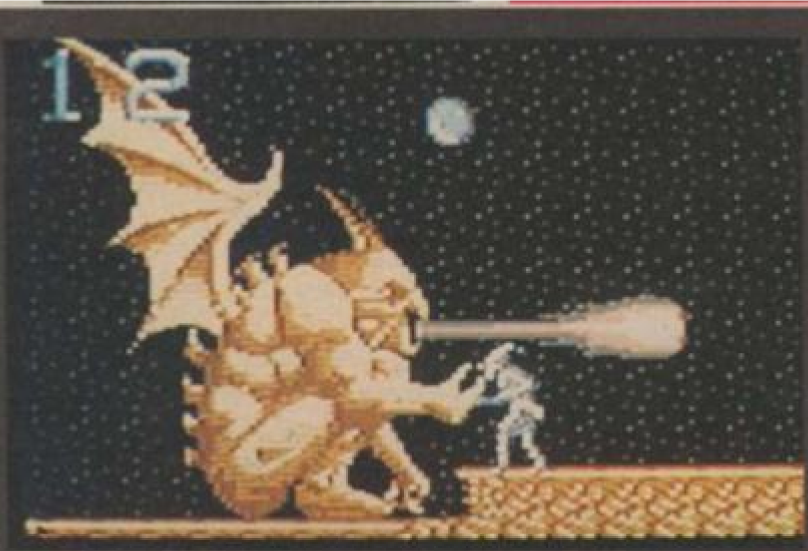
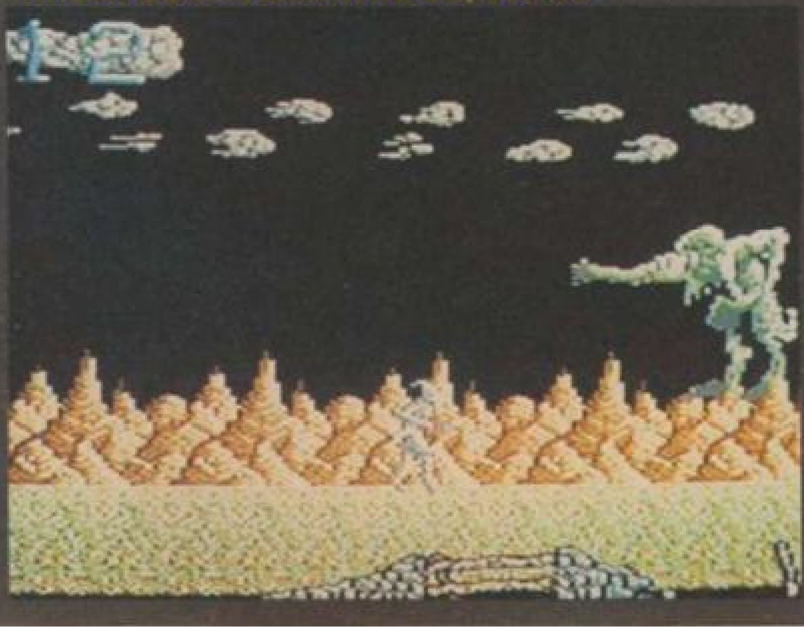


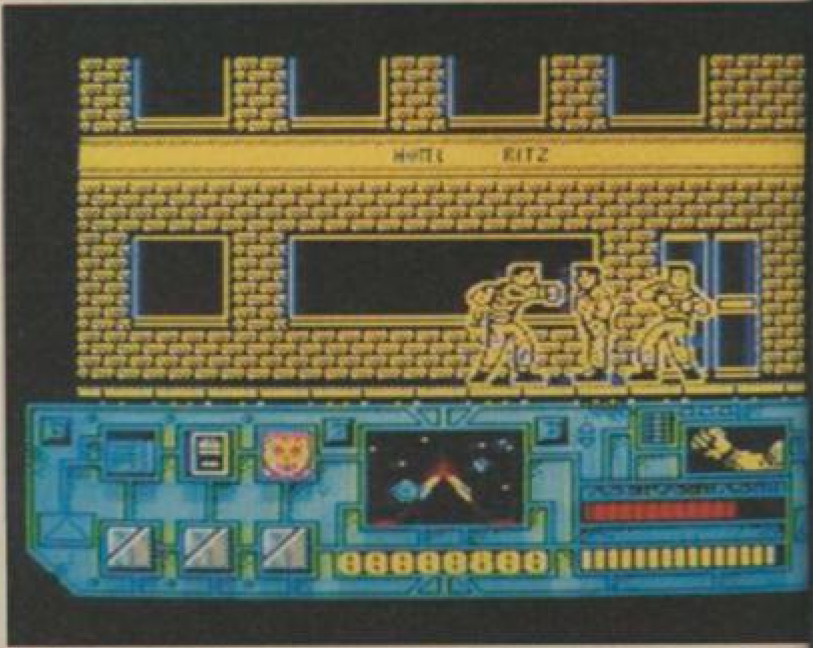
SHADOW OF THE BEAST

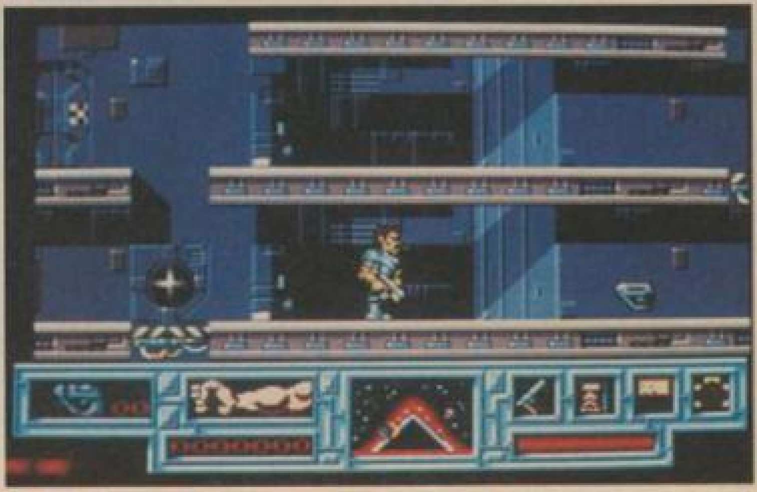
OCEAN

Well, Gremlin did the honours for Spectrum and Amstrad owners (see the reviews this ish!) but it was left to Ocean to come up with the goods for the C64! And that's not all, for the conversion of Psygnosis graphically amazing game is going to be available on cartridge only - so you can wave goodbye to those multi-load blues! As this screen shot shows, it doesn't look too bad at all. Keep your peepers glued to C+VG to see if it plays as good as it looks!

RELEASE: C64GS, CHRISTMAS
PRICE: C64GS CARTRIDGE, £19.99







TOTAL RECALL

OCEAN

The film's been and gone, and Ocean's platform Recall frolic still isn't complete! Release details are a bit vague, but the game is nearing completion and looks rather decent, with smooth scrolling and a rather amusing Arnie-sprite! The graphics and sound look rather polished too, so hopes are high for a pretty decent game... Keep your eyes peeled (oww!) for a future issue of C+VG.

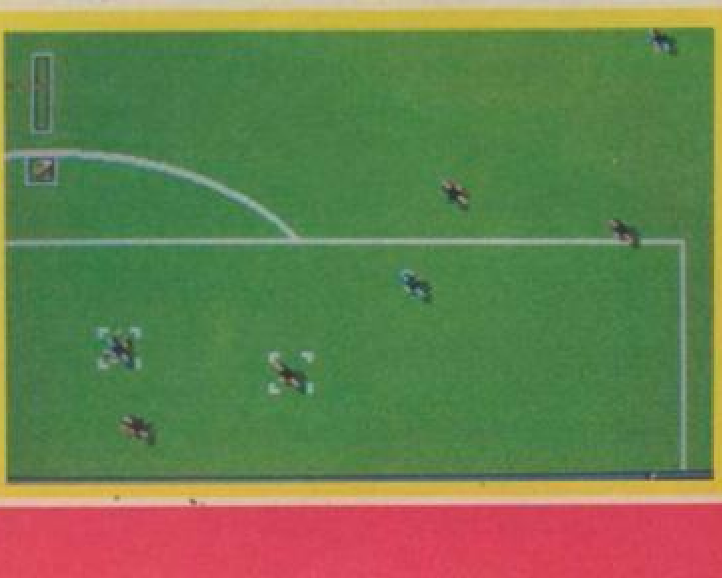
RELEASE: SPECTRUM, AMSTRAD, C64, ST, AMIGA.
PRICE: 8-BIT, £9.99 CASSETTE, £14.99 DISK. ST, £19.99, AMIGA, £24.99.

ADIDAS FOOTBALL

OCEAN

After what seems like decades, Ocean are finally ready to release the 16-bit versions of their Adidas-linked footy game! We've seen an early demo of the Amiga version and although Kick Off 2 rules the C+VG Stadium, this particular Ocean effort didn't look too bad at all... Expect something on the shelves real soon now!

RELEASE: ST, AMIGA, TBA
PRICE: TBA, PROBABLY £19.99 ST, £24.99 AMIGA



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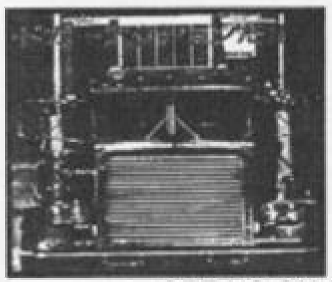

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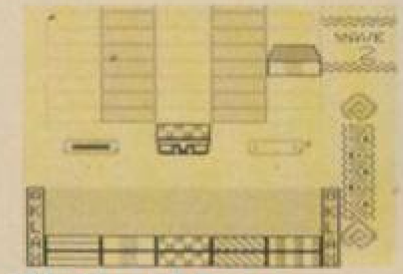
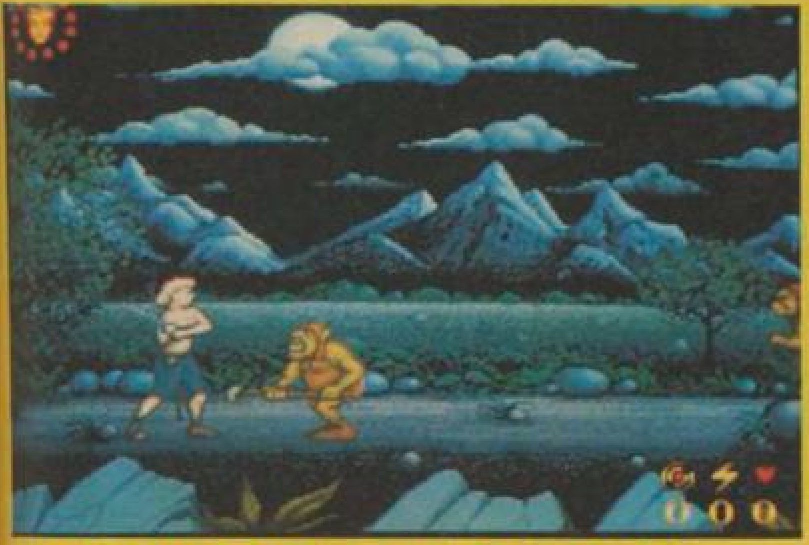


One of the C+VG squad's favourite puzzle games ever is set to hit the Gameboy! For a game that relies heavily on colour, Klax is a bit of strange choice for Gameboy conversion, but Hudson Soft have got around the problem by giving each tile a monochrome pattern rather than a colour! Also, the 3D ramp of the arcade original has been sacrificed for a 2D look. Whether all these changes will seriously detract from the gameplay has yet to be seen, but hopes are high for a decent conversion (so Rich has something to play on the train home!).

RELEASE: GAMEBOY, TBA

PRICE: TBA

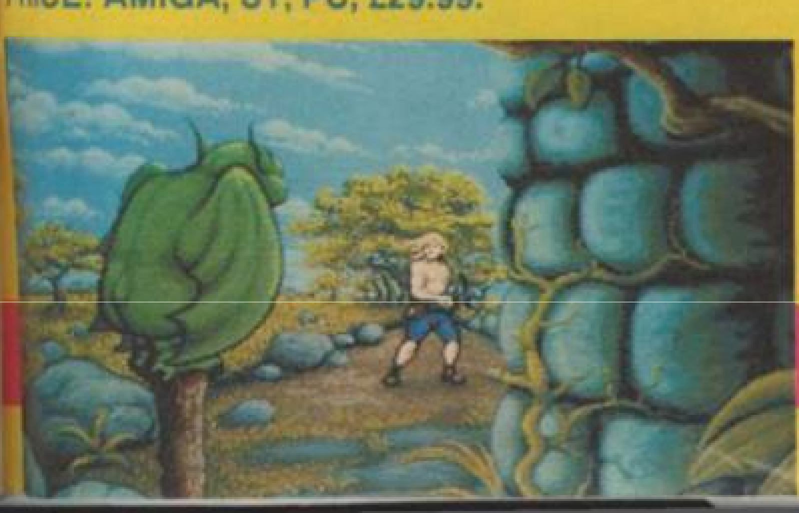


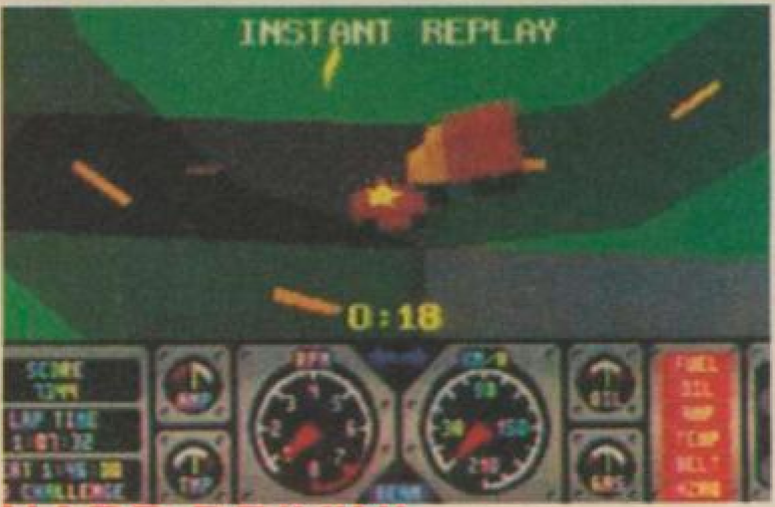
WRATH OF THE DEMON
ENTERTAINMENT INTERNATIONAL

After exposing us to three laser-disk conversions, Readysoft (via their UK software distribution chums, Entertainment International) are about ready to release Wrath of the Demon, a game that combines their line in amazing graphics with some serious gameplay. We've seen an Amiga demo and graphically, it's amazing with awesome animation and a large amount of parallax scrolling. It looks quite a bit like Shadow of the Beast, but if this effort can beat Psygnosis' game in the playability stakes, they'll be onto a winner and no mistake! Look out for the review soon!

RELEASE: AMIGA, ST, PC, TBA, 8-BIT VERSIONS FOLLOWING

PRICE: AMIGA, ST, PC, £29.99.





HARD DRIVIN'
SEGA

Finally! A year after the fabulous home computer versions of Hard Drivin', the Megadrive game is finally ready for release. As the screenshot shows, the game is practically indistinguishable from its arcade parent and should contain all the tracks and features of the coin-op original. But it's not just Megadrive owners whose luck is in as an Atari Lynx version is also planned! We wait with bated breath for the finished product...

RELEASE: MEGADRIVE, LYNX, TBA

PRICE: MEGADRIVE, AROUND £40.00

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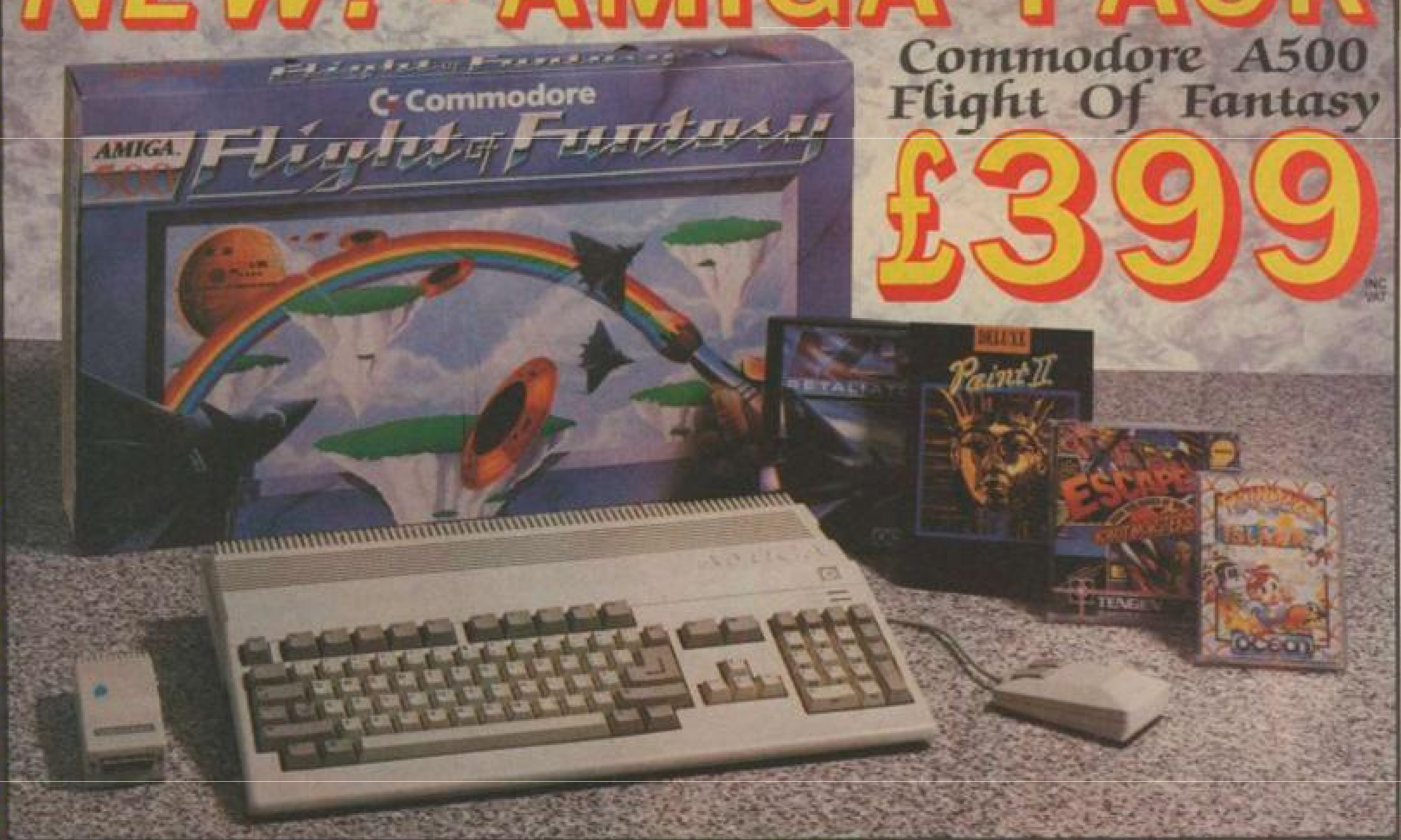

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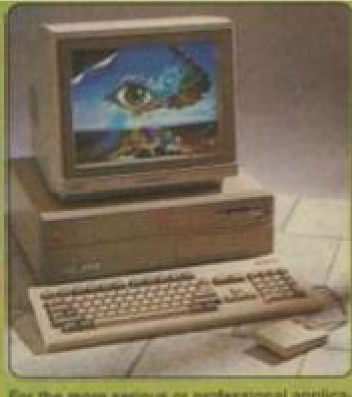

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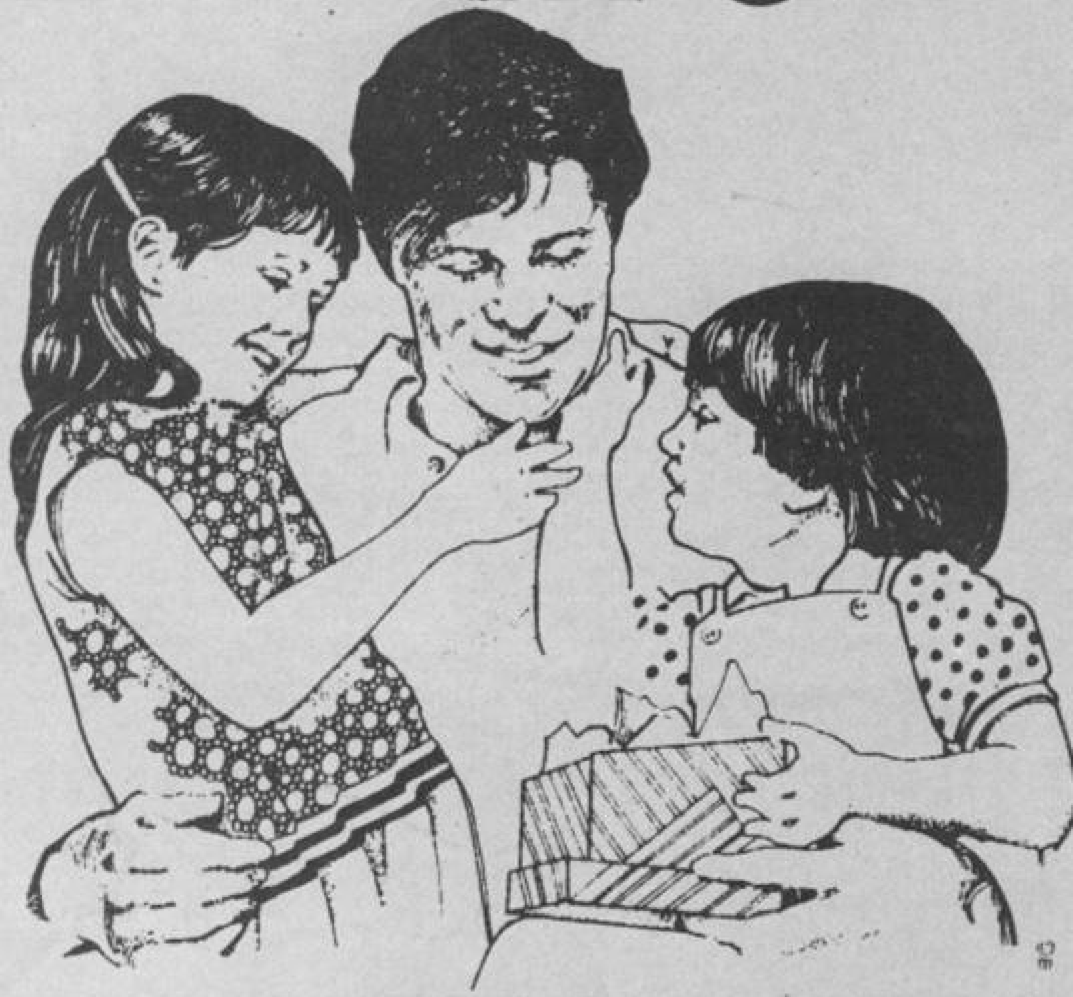

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